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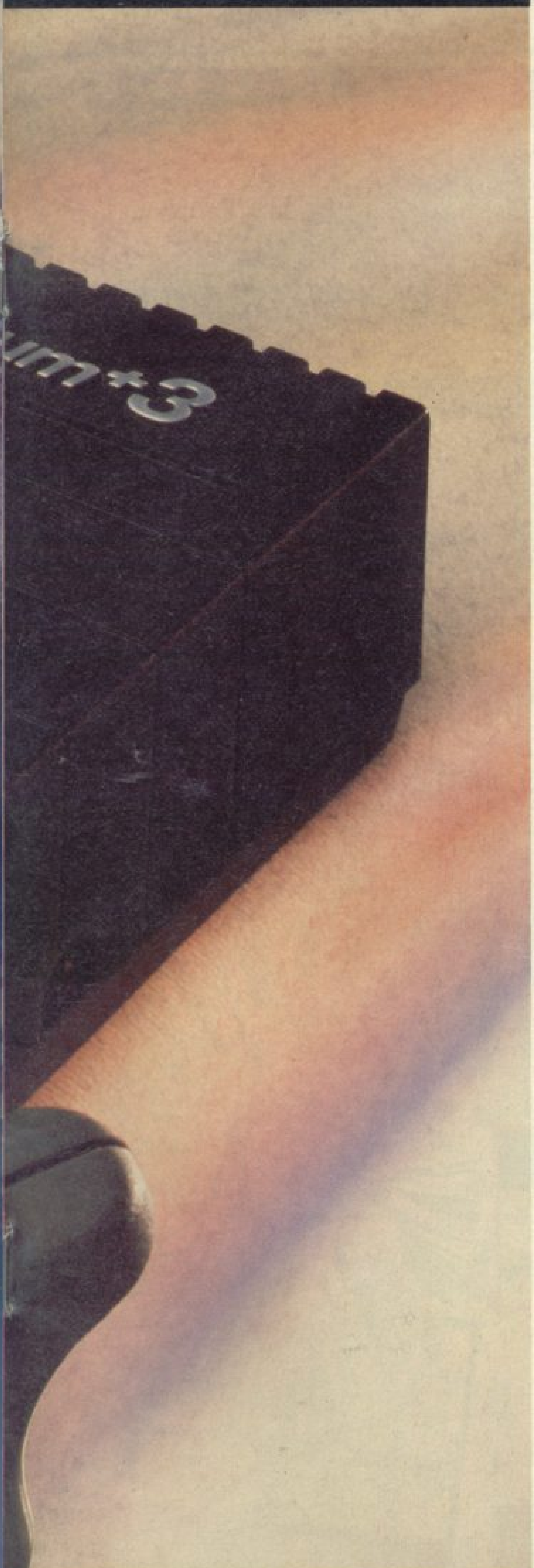
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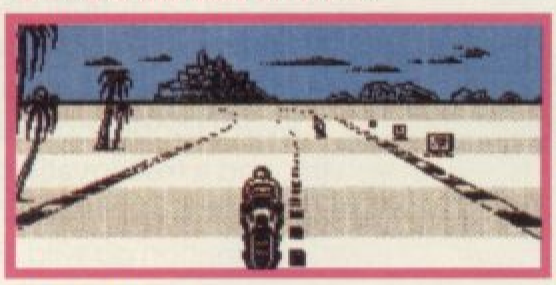
ARCADE

UTILITY

BIZARRE CORNER 100
We gave you Stars and their Micros and, being unimaginative, this month we give you Micros and the Stars. What do those spooky stars mean to you as a game player? This article could change your life (but it probably won't)

Draw a Bear 121
We draw bears. We ask you to draw bears. The computer content of this page is pretty low really.

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Lots and lots of fabby stuff including pretty damn exclusive first look at Outrun, Road Wars, Super Hang On, Druid II, Rastan Saga, Vectorball, Star Wars and countless others . . .



▲ Super Hang-On

COVER SMASH 36
Knightmare. Unlike every other TV conversion we've ever seen this one is great, brill, it has the Right Stuff! Is it 'an adventure? Is it arcade? Did we like it? Turn to 36 right now to find out.





▼ Gryzor





▲ Yogi Bear

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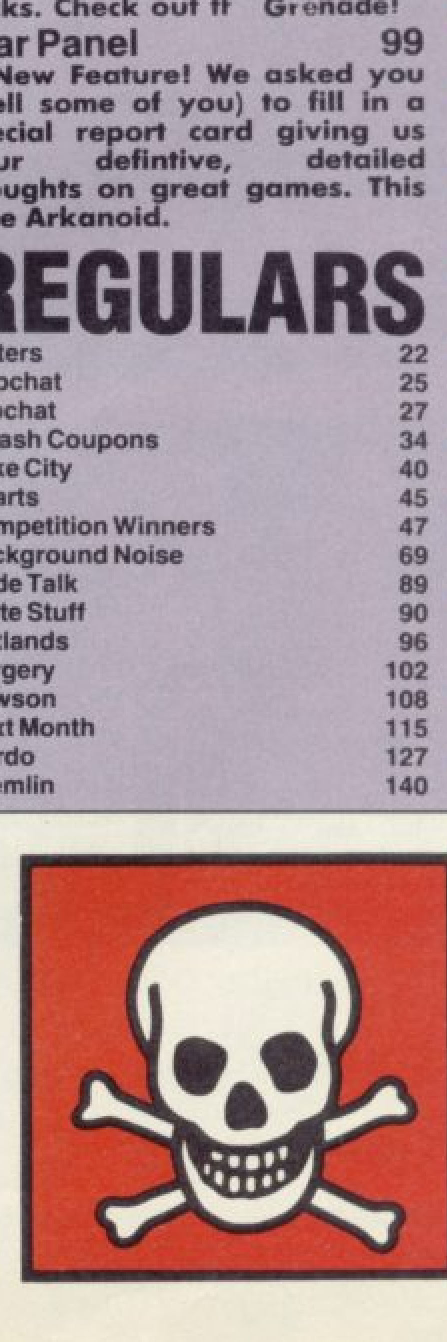
▼ Bobsleigh

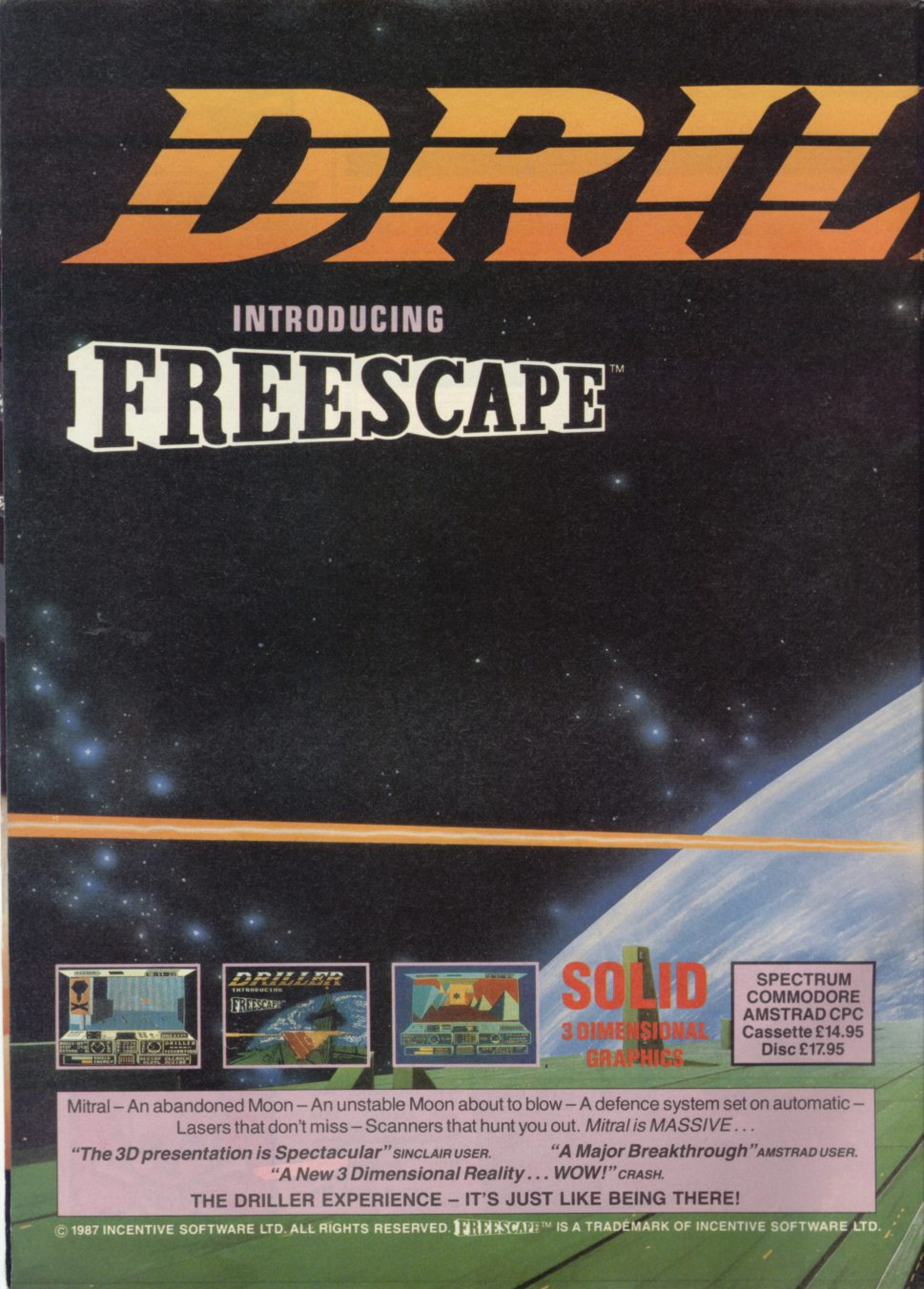


▲ Scruples








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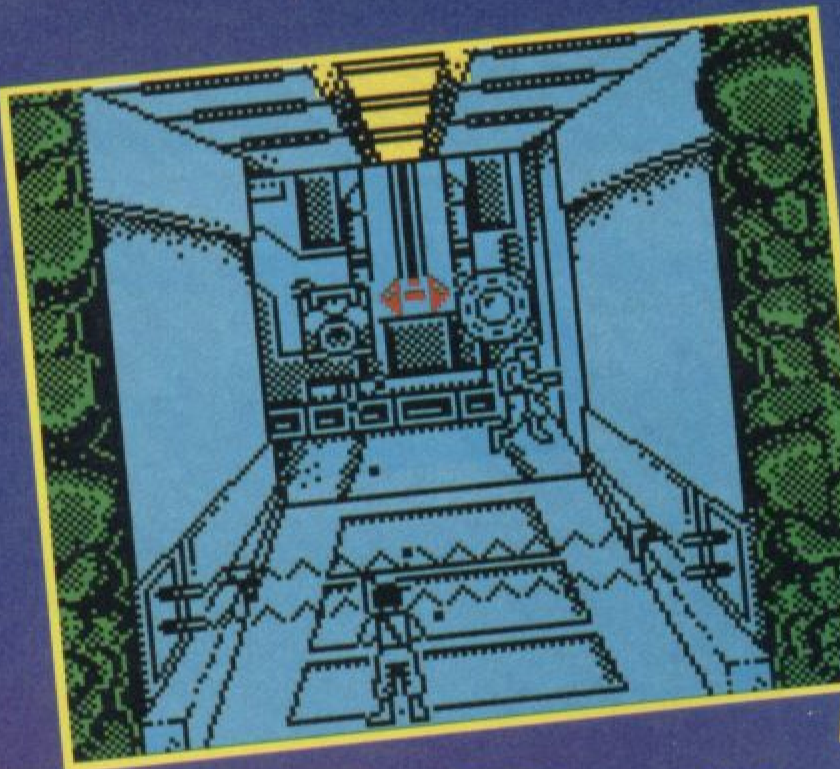
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Deep in an uncharted tropical jungle somewhere on Earth, a secret war is raging beneath the creepers. The might of an alien force, currently at work on a fiendish plan to take over the world, is being fought by one man – Lance Gryzor.

Okay, so plot-wise we're not talking James Joyce, but when you've got a game so full of high-speed frenetic action, who gives a damn?

Armed with a big rifle of varying specifications (more on that later), a pair of camouflage troulies and a vest-top, Lance – bit of a nancy-boy name; no wonder he's used to being ganged up on – must battle his way through untold levels of unspeakably dastardly aliens.

His goal is the enormous Atmosphere Processing Plant which the aliens are





GRYZOR

constructing. Once it's finished, they'll be able to affect the weather conditions all over the world, and take power. So you've got to destroy that plant. And everything that gets in your way en route, naturally.

Gryzor – like many of the more recent Ocean releases – is a multi-load. It's not surprising when you bear in mind that there are about three totally different stages to the game, each highly complicated code-wise.



The first style of section you'll run into is the right-left scrolling shoot-out. Here, you get to run along across the landscape (jungle/ice/ducting depending on how far into the game you get) shooting at the soldiers, gun emplacements and trucks which all appear with alarming frequency. The first thing you'll notice is the smoothness of the scrolling, certainly the smoothest I've seen. It was developed using some of the techniques used in **Cobra,** and the two games are similar in some respects. The graphics in these sections are a little simplified. The backgrounds aren't terribly detailed and the characters have a fairly limited amount of, er, character.

This is easily explained by the scrolling technique. You can only have a fairly small number of different graphics on the screen at any one time. While you don't really have much chance to look around at the scenery – it would have been nice to have a little more detail – but I guess that's the price to pay for better gameplay.

In this first section the action is fast and furious, the aliens come on to the screen in gangs, and you'll often have to fire in various directions (you can fire up and diagonally, as well as left and right) as they run toward you along elevated walkways. Gun emplacements can be vigorously blown up to get hold of the better weapons held inside. The four types of gun you can choose allow you normal, rapid, tri-directional and circular fire. It's quite important that you learn which weapon will come from which emplacement, in order to equip yourself with the right gear for the next level.

After you make your way to the entrance of the plant, the screen changes completely, and you'll be presented with a head-on view of a maze. In the top section of the screen a plan is presented. You've got to work your way down the tunnels. At the back of each room in the maze is a security installation from which bullets and explosive barrels appear. Troops will attack you as well, and you'll have to move around a great deal just to stay alive. The graphics in this area are more exciting than those before and it's only when you reach this stage that you realise



Gryzor has a little more depth than many coin-ops at the moment.

Also presented in the same smart fashion are the static screens which are further into the game. Here you have to face similar problems to those in the maze. But the target on these screens is tougher, and you don't go rushing off to fight in a different place. In the maze, you have to deal with five or six

PROGRAMMERS

PAUL OWENS has been working full-time for **Ocean** for five years. He developed the scrolling system used in **Cobra** and **Gryzor** and has worked on a whole host of games.

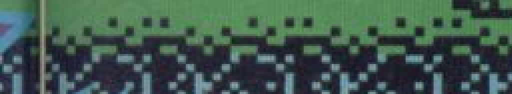
SOFTOGRAPHY

Kong (*Ocean*, 1983), **Hunchback** (*Ocean*, 1983), **Cavelon** (*Ocean*, 1984), **Daley Thompson's Decathlon & Supertest** (*Ocean*, 1984), **Streethawk** (*Ocean*, 1986), **Short Circuit** (*Ocean*, 1987)











FACTS BOX

Another coin-op conversion pays off. Fast slick action bring a cracking arcade game to the Spectrum in style

GRYZOR
Label: Ocean
Author: Paul Owens
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★★★★★★★☆ 9

SOFTWARE STAR RATINGS

★	Avoid this game under all circumstances
★★	Poor and/or massively overpriced
★★★	Dull and uninteresting, if not actually awful
★★★★	Fairly average. Nothing to get excited about
★★★★★	OK but nothing special
★★★★★★	Not bad, some good points. See before you buy
★★★★★★★	Pretty good. We were quite impressed. Worth a look
★★★★★★★★	Good stuff. Well worth the money
★★★★★★★★★	Very good indeed. A must buy
★★★★★★★★★★	Brilliant. Must buy at all costs
Classic	The best program of its type we've seen to date

rooms at a time.

In between some sections you'll encounter a large – and very well animated – robot monster who will throw cybernetic discs at you. This guy, like the trucks and rocket bases will take more than one shot to destroy. So you'll have to get yourself into a safe place and keep plugging away.

The next section comes nearer to the end of the game. Here the screen scrolls vertically – like in the coin-op – and you have to somersault across from one elevating platform to another, shooting like crazy all the way. The graphics here are the best in the game, and the feeling of similarity to the original is very strong indeed.

The final section involves going deeper into the piping areas mentioned earlier and confronting the heart of the complex . . .

Graphically, **Gryzor** on computer couldn't really be expected to match the original. But it's still better than most games around at the moment. Gameplay-wise, however, it stands up very well. It's fast, well-animated and exciting. The multi-load is an irritant, but one that is compensated for by the quality of the game as a whole. Buy it■

ARCADE REVIEW · TOOL-KIT REVIEW · ADVENTURE REVIEW · STRATEGY SIMULATION REVIEW · WORK-OUT REVIEW

PIRANHA

YOGi BEAR

Hey Hey Hey!
Are you smarter than the average bear? You'll need to be to get out of this one. Boo-Boo's been bear-napped and must be rescued before hibernation time. Hunters, mooses, vultures, bees, caverns, geysers as well as good old Ranger Smith are determined to stop you!

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95

TRAP THROUGH THE DOOR

Berk is back!
Now you can actually explore the dark and nasty regions for yourself as you try to rescue your friend Boni, trapped in the murky depths. Along the way all sorts of creepy critters will try to spook you in exciting arcade action!

Spectrum Commodore Amstrad
Cassette £8.95 Discs £14.95

FLUNKY

The Royal Family as they have never been seen before! This is your chance to work at Buck House — as a menial manservant. Your job is to cater to the residents' every whim, but you'll need cunning, strong nerves and quick reactions if you are going to avoid a nasty end.

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95
Coming soon for the Atari ST.



ATTACK!

Piranha



ROY OF THE ROVERS

Melchester Rovers is under threat of closure from greedy property developers. On the eve of a special celebrity match organised to save the club, Roy's team mysteriously disappears. Unless he rescues them he may end up facing the opposition alone!

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95

JUDGE DEATH

Megacity is being terrorised by the Dark Judges — Death himself and his cronies Fear, Fire and Mortis. They are dedicated to putting an end to life itself. As Judge Anderson you stand alone. Only your psychic powers and blazing gun can save Megacity!

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GUNBOAT

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For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty, direct from Helen Holland, Piranha, 4 Little Essex Street, London WC2R 3FL. Tel: 01-836 6633.

Piranha



BOBSLEIGH

Scrrissshhhhhhh, scrooossssssssh. Blarrp. It isn't easy steering **Bobsleigh,** the merest touch can send the thing spinning into the air and – wummmpfh – another run bites the dust.



Now I can easily understand that bobsleighing, far from being an innocent sort of snowy pastime loved by laughing children, is, in fact, a viciously competitive, utterly macho and staggeringly dangerous sport.

What I was less certain about was whether all that whiteness would look good on a computer game. Snow is a pretty hard thing to capture on the average Spectrum – check out all those skiing games where it just looks as though somebody forgot to draw the backgrounds. The other thing about bobsleighs is that they have a low knob-count. Simulations usually need to be of things with lots of controls – eg helicopters, submarines.

In **Bobsleigh** – after the hectic initial **Daley Thomson** style sprint to get in the thing – there are only two controls essentially – left and right. This ought to make it dull.

But it isn't. Digital Integration is nothing if not thorough. True, the controls of the **Bobsleigh** are simple but the sleigh responds very precisely to the slightest nudge. Getting the thing down the track is an infinitely subtle series of carefully judged nudges on the controls – a constant tension between doing enough to get round a bend without getting into an impossible position to take the one after that.

The basic technical problem of the game – how to give the illusion of hurtling through a gully of sheer ice at more than a hundred miles an hour is very well done. Simple shading effects brilliantly convey both the twists and turns in the ice walls and the illusion of perspective and distance.

There is an element of strategy and management in the game – planning anyway – in the way you must match your selection of runner blades to weather conditions on the run and keep track of your cash. You also need to allocate money for crew training – a special screen that lets you improve your waggle and improve those running starts.

Not winning and bad bobsleighing use up cash quickly – conversely if you start raking it in you may decide to up-grade your bobsleigh and go for some serious speed.



Aside from the actual steering there are a couple of other key elements in each run – starting and stopping. Starting – which

FACTS BOX

Brilliant version of a board game that should, by rights, have been impossible to program. Lots of fun

Label: Virgin
Author: Sentient Software
Price: £9.95
Memory: 48K/128K

Reviewer: Graham Taylor

★★★★★★★★★☆ 9



Q You are asked to review a computer game based on an astoundingly complicated board game. You barely understand the instructions. Do you bluff it out?

A Yes, you're not allowed to write reviews that say "I'm sorry I don't understand this game."

Q You are asked if you expected the computer version of Scruples to be any good. Do you tell the truth?

A Yes, you state clearly and honestly that you thought Virgin Games had stuck itself with an absolute do-do conversion wise.

Q You are wrong in every way. Will you admit it?

A Yes. I was completely wrong, the simulation is astonishing.

Q Someone demands that you describe the game Scruples to an unfamiliar audience in order to show why a computer version seemed unlikely. Can you do it?

A Depends. How's your gobbledegook? Try this: Each player has a number of Scruples cards which pose some moral dilemma like "you find a wallet containing £500 do you keep the money?" Alongside the Scruples card is an Answer card on which are written the words Yes, No or Depends. Each player tries to match a Scruples card with a player he/she thinks will give the answer on the Answer card. If the given answer and the actual answer match, the player has won that round and can remove the Scruples card from his/her hand.

Q Can you explain what's supposed to be so complicated about that?

A Yes. Can you imagine the horrendous complications and complexities that arise when you try to get someone to give you the answer you want, knowing that they know what answer you expect them to give, and knowing that they know that you know that they know what answer you expect them to give? If the player doesn't get an answer that matches with his card he gets an extra Scruples card to get rid of. If the Questioner wants to challenge the Answerer and declare that he/she is lying – then all the other players vote on whether they believe the Answerer is lying or not . . .







STRATEGY SIMULATION REVIEW



in the real thing involves running along with the sleigh and leaping on to it at the last possible moment is simulated by the good old two-finger left-right (or joystick) waggle – as seen in countless Track and Field games. How deft your waggling is.

Like many of Digital's games, the more you play the more you get out of it. You get to know where and when the left and right swings in the track occur and clip more and more seconds off your time to get closer to the kind of speeds that will begin to earn you money.

You need a little patience – stick with it and get half way good and I think you'll find **Bobsleigh** utterly captivating■

FACTS BOX

Highly original. A subtle simulation of an exciting sport. It looks good and rewards effort

BOBSLEIGH
Label: Digital Integration
Author: in-house
Price: £9.95
Memory: 48K/128K
Joystick: various

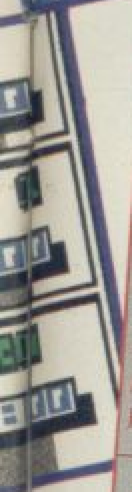
Reviewer: Graham Taylor

★★★★★★★★★☆ 9

PROGRAMMERS

Digital Integration produces all of its products in-house. The Spectrum version of **Bobsleigh** was mostly the work of **RICHARD HUGHES** and **ROD SWIFT** although various members of the Digital Integration team contributed

SOFTOGRAPHY
Fighter Pilot (*Digital Integration*, 1984), **Night Gunner** (*Digital Integration*, 1984), **Tommahawk** (*Digital Integration*, 1985), **TT Racer** (Digital Integration, 1986), **ATF Simulator** (*Digital Integration*, currently in development).



Q Wouldn't you say that was enough explanation? How can all this possibly work on a computer game – surely it can't?

A Yes it does. The programmers of Scruples the computer game have effectively created ten independent computer characters with sufficiently realistic personalities to make an incredibly social game like Scruples work on computer.



Q But surely not only does the computer have to have personalities it also has to know your personality – so it can judge your likely response?

A Yes. At the beginning of each game you teach it your personality – it works simply – you just move the bars in a 3D bar chart to levels which represent the amount you do or don't have some quality like "honesty".



PROGRAMMERS

SENTIENT SOFTWARE is a development house with a convincing track record producing games for the likes of US Gold, Ocean and Virgin. **Scruples** is the work of various people. **Elliot Gay** does not spell his name Eliot Gay as we implied in Codetalk last month – he did the coding. **John Mullins** did the Artificial Intelligence, the graphics were by **Alister Watt** and **Clive Paul** and game design was by Elliot again and **Tony Fagelman.**

SOFTOGRAPHY **Match Day** (*Ocean*, 1985), **Winter Games** (*US Gold*, 1985), **Impossible Mission** (*US Gold*, 1985), **Cluedo, Monopoly** (*Virgin*, 1986), **Falcon** (*Virgin*, 1986), **Taipan** (*Ocean*, 1987), **How to be a Complete Bastard** (*Virgin*, 1987), **Delux Scrabble** (*Virgin*, 1987)

Q Honestly?

A Yes absolutely. You can trust me. So it goes on for ten or so other categories. This becomes the 'blueprint' for the computer's reactions to you.

Q What about the computer personalities, are they really convincing?

A Yes, each character – as many as you choose to play against, up to ten – has his or her 'own' 'personality curve' which you are shown for a few moments – and which you must use when deciding who to ask what question.

Q I suppose the game looks like crud then with all this memory being taken up with ultra sophisticated artificial intelligence and those different quesitons to be stored?

A No. It looks pretty fab. Each character has a little animated face, you couldn't exactly call them digitised but they are really not too bad. All the menus and select option are tastefully done with the usual Icon/joystick control type stuff. It's true however that the art of the game is all in the play logic, though.

Q I don't suppose you could provide a concrete analogy could you?

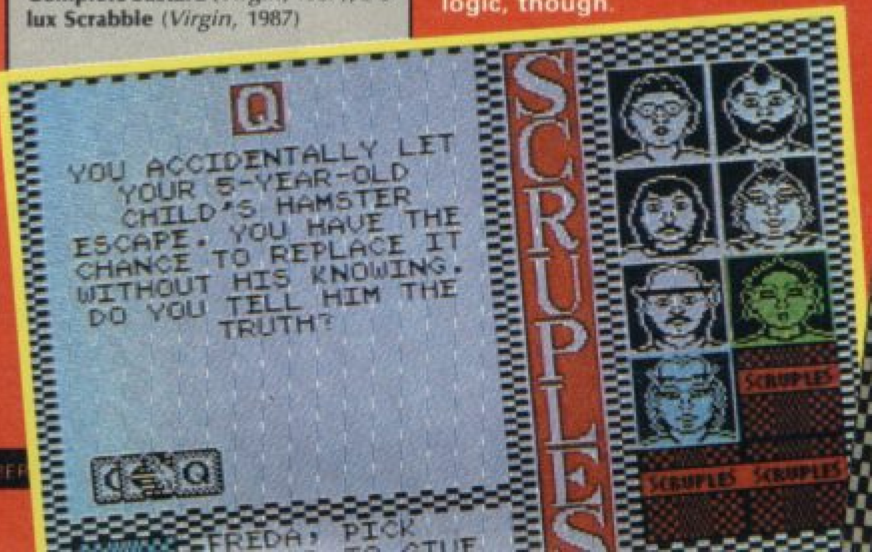
A Yes. It's a bit like computer chess games. How they look is ultimately far less important than how they think.

Q You are asked to write a concluding paragraph, in which, like all review concluding paragraphs, you restate what has already been said, and provide a neat ending to the piece. Will you do it?

A No (Oh alright, Scruples is a surprisingly clever conversion of a board game that seems even more determindly 'uncomputerisable' than Trivial Pursuit. The programming is awesome and it looks pretty good too. I think the game is still more fun with at least one more human player – who's going to giggle about our ooer moral predicaments? – but this could well become a serious Christmas biggy).

Q You find £20,000 has been sent to you by mistake from a greedy Swiss bank. You know the error will never be discovered. Will you keep the money?

A Um . . . Oh cripes we've run out of space.







You're cool, the engine's hot, the girl's gorgeous,
a tank full of gas and an open road.... the rest is up to you..!
Screenshot from Amstrad version.
Out Run™
Screenshot from CBM 64/128 version.
STAGE 3
START
Screenshot from Spectrum version.
Screenshot from Atari ST version.
STAGE 4
JPQ


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American Software

BASIL THE GREA
MOUSE DETEC

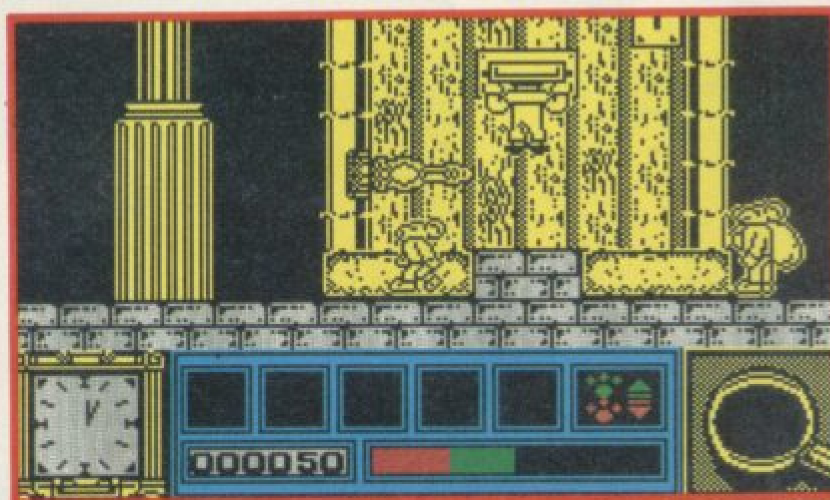


The world has known many great detectives. Sherlock Holmes. Inspector Closeau. Hercule Poirot. Columbo. Basil.

What? Who's this Basil then? Basil the Great Mouse Detective? Who's he when he's at home? Lives under Sherlock's gaffe. Per-leease. What rot.

Any road up. Basil is one of Walt Disney's characters, and following on from the successful (so they tell me) film, comes the successful (we hope) game. Now Gremlin are anxious to point out that this is a licences from a kiddies film, and that therefore, please bear in mind, perhaps the content may prove to be a little em . . . young for some players.

Well, I don't know if it's just that I'm excessively infantile in my outlook (googoogah) but I rather liked **Basil the Great Mouse Detective,** and I don't





care who knows it.

The idea is simple. Evil, nasty old Ratigan has kidnapped (mousenapped?) good old Dr Dawson, and Basil have to find him for the sake of mousekind – something like that – the game's basically an arcade adventure, set in three locations, London's waterfront, backstreet sewers (plenty to

"...the best racing
played – even be
Zzap

ELECTRIC DREAMS
SOFTWARE

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4SR. Tel: (0933) 76768
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ZX Spectrum 48k/128k/+ (£9.99)
Amstrad CPC Cassette (£9.99) and Disk (£14.99)
Amiga Disk (£14.99)







rummage around in there I should think) and Ratigan's dastardly den.

Along the way, there are various objects to pick up, put down and generally twiddle with. Rummaging about in jam jars, old tin cans and carpet bags will offer certain clues. Stuff likely looking clues in one of your five pockets and carry on. Once you have the five correct clues (and beware! there are an extra eight completely useless clues scattered across each location) you'll be told how to get out of your present location and into the next one.

Examination of objects and clues is done by looking through your magnifying glass. (What else?) Hit the question mark Icon, and the mini screen on the right hand side of the screen will display your object. A panel across the bottom will show which objects you are carrying, and a symbol will flash on and off, according to whether you can drop or pick up an object.

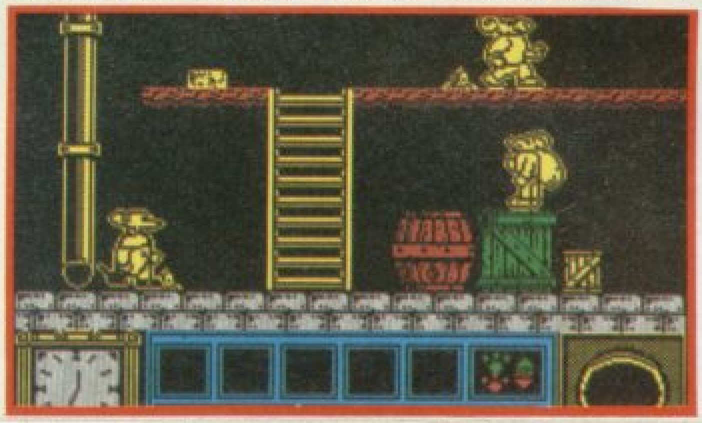
All good, solid arcade adventuring stuff. And if you like arcade adventures you'll go a bundle on Basil. The game play is strong, and the graphics are rather smart. As I've said before, Basil was based on a kiddies' film, so the characters are rather cutesey, but that can't be helped. I liked them – they looked like cut out figures. Curiously the mask around each character makes it look as if someone's cut them off the back of a cornflakes packet. Sounds naff? Well, it doesn't look it – it fits in very nicely within the context of the game.

It's quite a hard game to get into to begin with, your energy is drained whenever you walk past one of Ratigan's henchmen, and very soon it's mouseburger time for you. Once you discover the secret of getting past them without touching them, you can wander off and play up and down the levels to your heart's content. Excuse me. I'm just going off to lay a couple of mousetraps■

PROGRAMMER

Basil the Great Mouse Detective was programmed by **Gary Priest,** who is a relatively new addition to **Gremlin's** In-House team of programmers.

His only previous work for the Spectrum was **Frank Bruno's Boxing** for **Elite.**



ARCADE REVIEW

FACTS BOX

Nice conversion with good gameplay. Don't be put off by the subject, the older you are, the more you'll enjoy it

BASIL THE GREAT MOUSE DETECTIVE
Label: Gremlin
Author: Gary Priest
Price: £7.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

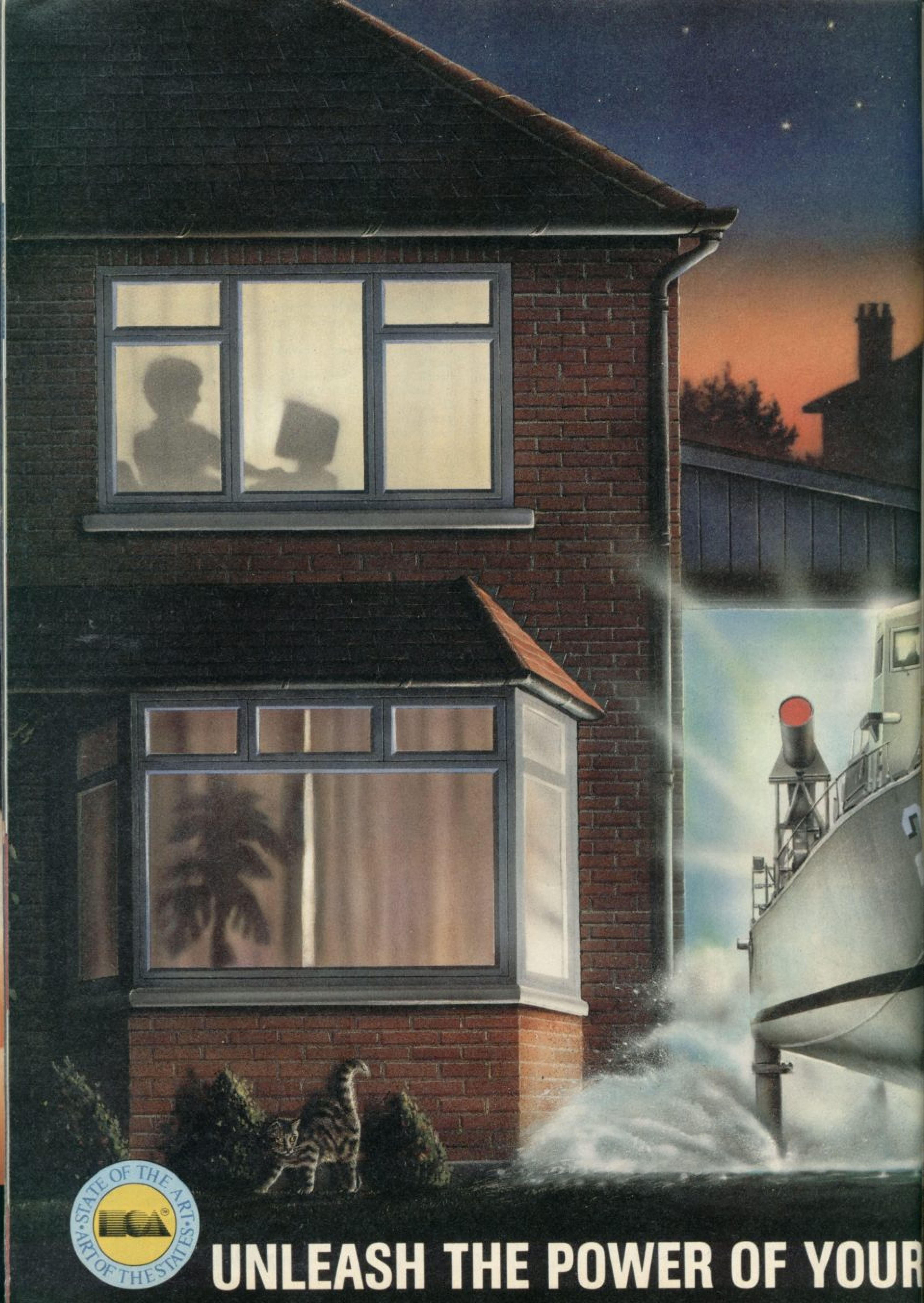
★★★★☆ 7

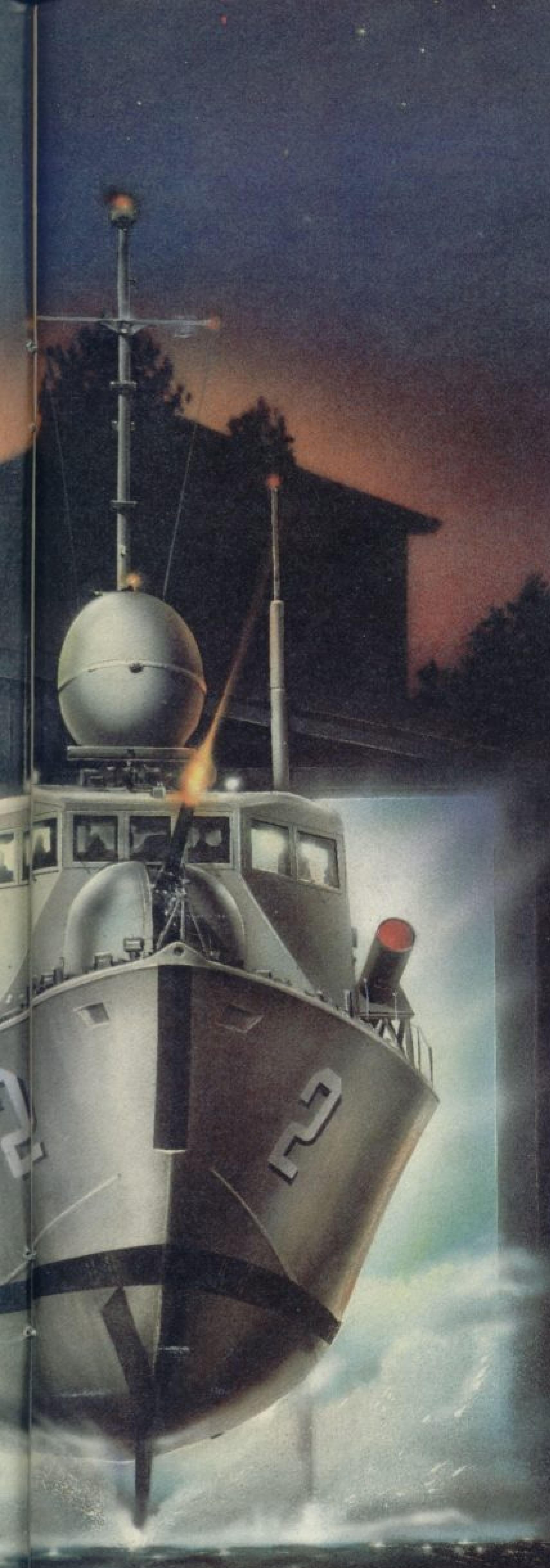
game we've ever
tter than Out Run!"
! 64 'ANOTHER DAY AT THE ARCADES'





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It's 7.00 in the evening. You've just finished another meal. You should do your homework but something is calling you from the garage. Something that would terrify the neighbours. Something agile, fast and deadly. **Pegasus**-the Patrol Hydrofoil Missilecraft. The temptation is just too much.



the authentic handling of NATO ally hydrofoils: US, Italian and Israeli. 76mm water cooled naval gun, Harpoon and Gabriel missiles.



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Electronic Arts software is available on a wide range of home computers including: Commodore C64, Commodore Amiga, Atari ST, IBM, Spectrum and Amstrad.

Electronic Arts. 11-49 Station Rd. Langley. Slough. Berkshire. SL3 8YN England.

UNDER RAPS!

Pete **Tau Ceti, Micronaut One** and lots of other really really good games Cooke, is currently at work programming **Earth Light,** a sequel to **Micronaut One** for **Nexus.** Chances are we'll be seeing it before the end of the year.

Australian Michael Sentinella has written the latest release for Hewson's budget label **Rack It.** It's called **Anarchy** and is a bit **Boulderdash**-like on 16 levels

Resolution is the title of the new game from Mr **Fairlight I** and **II,** Bo Jangeborg. All we know is that this is going to be a high resolution graphics sort of a game, that it's going to be released by **Nexus** and that it will probably be finished sometime around December if all goes according to plan.

Denton Designs is working on **Flashpoint** for Ocean. A strategy game that involves blasting lots of things, it sounds marvellous. Look out for **Flashpoint** some time in January.

OK.So no-one's perfect. Impossible to believe, I know, but the last issue of SU contained a couple of errors. Gasp! The first concerns the coupon for **Hysteria** on page 15 of the November issue. Owing to an error somewhere between us and the typesetters, the incorrect information was printed on the coupon regardng who cheques should be made out to. If you have already sent for the game, DO NOT cancel your cheque or re-apply. All the orders are being dealt with, though it may take a little longer than usual. But if you were thinking of doing so and haven't yet, then please use the new coupon printed on this page which is completely correct!!!

The second concerns the review of **Deadly Mission** (see page 63, last month). Please, don't send cheques to the address we printed, or make them payable to the person we told you to. Cheques should be made payable to John O'Leary, and sent to 8 Cable House, Lloyd Street, London WC1 9QT. Sorry.

£1·50 OFF

SU SMASH OFFER

HYSTERIA

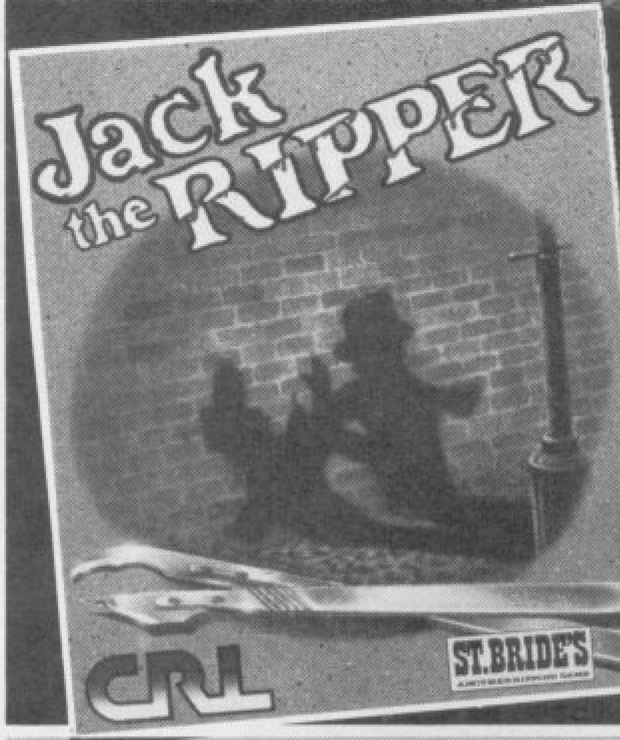
Send coupon (and your name and address) to: Hysteria Smash Offer, Software Projects, Unit 7, Bear Brand Complex, Allerton Road, Woolton, Liverpool, along with a cheque/postal order for £6.45 made payable to Software Projects Limited. Offer closes December 30.

Newsdate: December

Whod

CRL has become the first software house to produce an officially X-rated computer game.

Its game, Jack the Ripper, **is the first program ever to receive an '18' certificate from the British Board of Film Classification (BBFC). That means that anyone under the age of eighteen – by far the majority of the software buying public – will not be allowed to buy it. But why the certificate? Ken Penry, Deputy Director of the BBFC told us that software houses don't actually have to submit games to the Board. Video games are in fact exempted from the censorship system unless they break one (or more) of several clauses in the Video Recordings Act (1984). The clause which applied particularly to** Jack the Ripper **reads that a game shall be subject to censorship if it depicts "mutilation or torture or other acts of gross violence to humans or animals."**



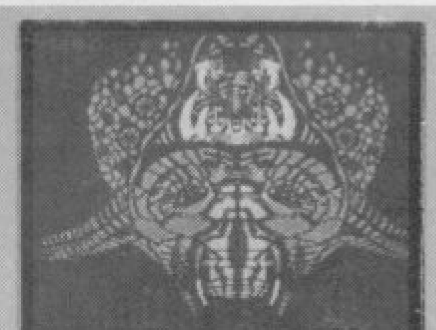
The BBFC was shown the script of the game and the graphics, and it was because of at least one of the pictures and a portion of the text that the certificate was awarded. Had CRL not submitted the game it could have been liable to prosecution under the Video Recordings Act of 1984.

Jack the Ripper **is a text adventure programmed by those well known in-**

Virgin has bought a large chunk of Mastertronic (who itself bought all of Melbourne House not so long ago). In case you're thinking that this is a very boring piece of information and what are we telling you for? Hang on. What this means for the average software buying member of the public is the possibility of Virgin reissues on budget. Look out for the likes of the original **Dan Dare** out on the Mastertronic label. No definite plans as yet, but watch this space.

Microfair time again – hardly seems like five minutes since the last one eh? This time it's to be held on the 12 December, in the usual venue, the New Horticultural Hall in Westminster. Anyone interested in having a peek at all the latest Spectrum goodies should get themselves down to Elverton Street from 10 am on the big day.





Coo, Stop Press!! Konami has been promising us that its new coin-op translation is going to be berrrilliant. The loading screen of **Salamander,** here for your delectation and delight, looks absolutely spiff, which is a start I suppose. Out soon . . .

Compilation time is here again, just in time for Chrimbo. Here we have the latest simply spiff compi from Elite, known, sensibly enough, as **The Best of Elite.** Chockablock full of your fave games, blast, kick, hack and trundle your way through **Bombjack I** and **II, Frank Bruno's Boxing, Commando, Airwolf, Paperboy, Battleships** (so that's where it went) and **Ghosts 'n Goblins.** All eight for only £14.95 on cassette, £19.95 on disc.

Now don't laugh. But this is **Erik. Erik** is **The Phantom of the Opera.** And Crysys, the people who are responsible for **Erik's** creation would just like everyone to know that **Phantom of the Opera** will be available from 27 November. And it'll be available on disc!!!

Cheers, **Erik.**

There's nothing like a good solid war game to keep you warm during the winter months. So Virgin brought the rights to **Risk.**

Risk is a strategy board game which will be released therough the Leisure Genius label. Players aim to take over the world, by marching armies in and out of each other's territories and stamping each other's armies. It's all generally (arf arf, geddit?) pretty topping fun. Two to six people can play, and there are different rules according



to how many people are playing and how long you want the game to last.

The fight for the licence was quite hard, so Virgin are doubly proud of themselves. As yet, they're not entirely sure when **Risk** will be seen on the Spectrum, but development will begin soon, courtesy of Virgin's in-house programmers.

We're talking next year sometime folks.

Mutant Chickens? Forget it – (we certainly have). **Software Projects** has turned its collective hand to a space-shoot out called **Anaconda.** It's being programmed by Reptile Industries, who haven't done a great deal at all according to the boys from the 'Pool. **Anaconda,** we are told, is a scrolling blast in which you can move up, across and down the screen. And it's not going to be run-of-the-mill at all. Nice to know.

unwot **Newsdate: December**

dustry figures St Brides. And the story of Jack the Ripper is based on the infamous series of murders that took place in London's Whitechapel nearly one hundred years ago. Your character has been wrongly accused of the murders, and it's your task to escape the police and discover the identity of the real murderer.

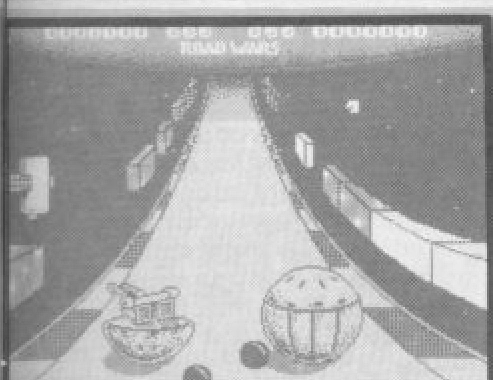
Sales of Jack the Ripper are not just hampered by the '18' certificate, however. At least one major retail chain, WH Smith, is refusing to stock the game. Having seen a video outlining the game, Smith's decided that it was 'pretty nasty,' and not suitable for their software buying public. A spokesperson for WH Smith's commented that anything, 'vaguely contentious,' is always vetted before being placed on their shelves.

And what of CRL themselves? According to CRL chairman Clement Chambers, WH Smiths' decision was, 'fair enough,' taking into consideration the age of their customers, although, as he pointed out, Smiths no doubt, carries, 'stronger material on their book counter than this.' Asked if he was worried that the ban could affect sales of the game to an even greater extent than the certificate would, he pointed out that CRL also ran a mail order scheme, and that any potential customer could buy the program in that way. As to the actual vetting of orders, bearing in mind that selling their own program to under eighteens could lead to prosecution, he told us that CRL would, "Probably go by the handwritng, or possibly phone the person up."

So far, no one else seems to have followed CRL's example and presented their pro-grams to the BBFC■

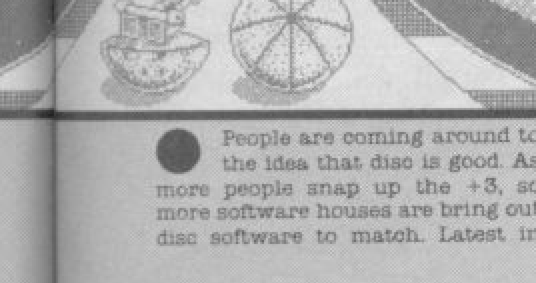
18 Suitable only for persons of 18 years and over

Not to be supplied to any person below that age



Anyone who trotted past Mastertronic's stand at the **PCW Show,** will probably have been thoroughly overawed by their **Road Wars** machine. And a little disbelieving that such a brill, fabby looking game could possibly be turned into a Spectrum game of any great sort.

Well yah boo sucks to you. Mastertronic not only are doing such a thing, but they're doing it pretty well too. Here's a picture of the original and the first screens of the Spectrum version. See if you can tell the difference.



People are coming around to the idea that disc is good. As more people snap up the +3, so more software houses are bring out disc software to match. Latest in line is Rainbird, who are treating us all to three of their bestest ever games. **Guild of Thieves** and **The Pawn,** both text-only adventures, are out any second now on disc, price £19.95. Out soon, probably on 25th November, is **Starglider,** spiffy, ultra-s'fissticated alien-blast, also priced at £19.95. Dead good, uh?

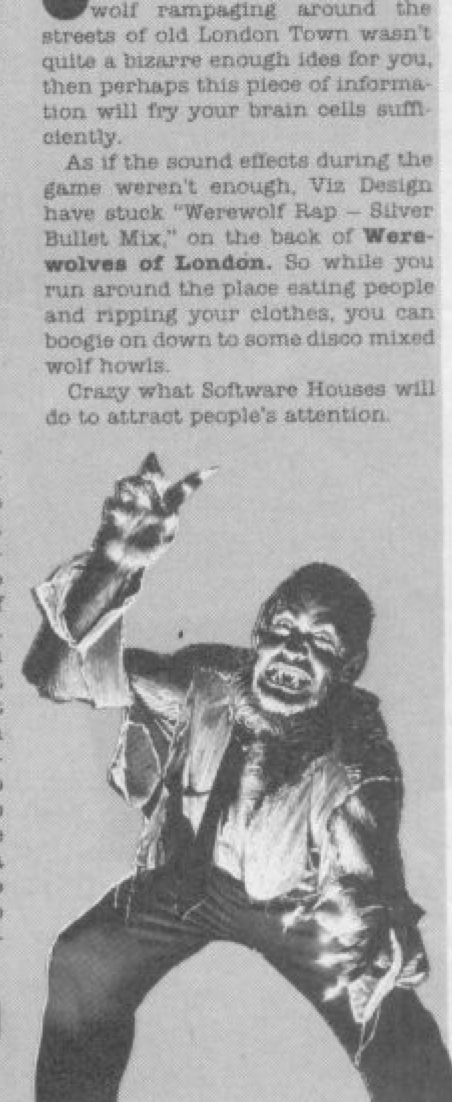
I suppose it was inevitable really that Amstrad would screw up the Plus 3 up-grade somehow. Anyway, here's the first exciting 'bug-ette'. Because of changes to the operating system associated with the addition of the disc unit a significant number of Plus 2 sofware titles – loaded from tape into the Plus 3 via the cassette socket – won't work properly. Although the game works OK the sound seems to malfunction. The problem has been confirmed by an Amstrad spokesperson who commented: "If you load from Plus 2 software to the Plus 3 the sound is liable to be garbled". Bit of a set-back for new Plus 3 owners really, since cassette software is – for the moment – about all there is . . .

Miles Gordon, the people behind the highly acclaimed Disciple disc system is preparing to unveil a new system called the **+D.** It's a disc drive and printer interface for the 128K+2 enabling you to hook up any of a wide range of standard disc drives and printers. It's been designed by Bruce Gordon (co-director of the company) and it includes numerous features that will be extremely useful. You can freeze any program in the computer's memory and save it onto disc, this means that you will be able to port all of your tape software across on to the discs. There's also a utility included in the interface allowing you to dump any screen to the printer, and many other invaluable utilities too. As the system is designed for 128K+2 users, it's a shame that it is not compatible with Plus 3 software. Miles Gordon is convinced that the unit's low cost (£49.95) and the wide range of drives being available will ensure the **+D** will sell well. It's still a disappointment, though, that the people deemed Most Likely To . . . have apparently opted not to produce an economical up-grade from +2 to +3 . . .

If the idea of playing a werewolf rampaging around the streets of old London Town wasn't quite a bizarre enough idea for you, then perhaps this piece of information will fry your brain cells sufficiently.

As if the sound effects during the game weren't enough, Viz Design have stuck "Werewolf Rap – Silver Bullet Mix," on the back of **Werewolves of London.** So while you run around the place eating people and ripping your clothes, you can boogie on down to some disco mixed wolf howls.

Crazy what Software Houses will do to attract people's attention.



TWTMTW
THAT WAS THE MONTH THAT WAS

Well, CRL's finally done it. After plugging away relentlessly for over a year it's finally managed to come up with a program that's been judged by the British Board of Film Classification unsuitable for sale to persons under 18 years of age.

There's not much doubt that the program in question – Jack the Ripper – is in very questionable taste. CRL has worked hard for its notoriety and the program is at pains to dwell on the particularly unpleasant details of the deaths of the Ripper's six victims and presents graphics of their disembowelled naked bodies.

The program sets out to shock and I'm sure CRL equates the expected outcry and the '18' certificate with increased sales and money in the bank.

Up to a point CRL is correct. If someone says you can't have something that automatically tends to make it desirable – though in this case I'd have thought that knee-jerk reaction was misplaced.

Unwittingly, though – by actively campaigning to have its programs scrutinised by the BBFC – CRL has opened up a whole new can of worms. Should computer software be vetted by the British Board of Film Classification? Why should software be subject to these constraints when neither books, magazines nor records are? In these fields self-regulation combined with stiff penalties for successful prosecutions under the Video Recordings Act of 1984 seems to work quite adequately. There seems little reason to bring computer software under the scope of the BBFC – all that seems to achieve is the addition of an unwiedly layer of bureaucratic red-tape that would have to be waded through before each program could be released.

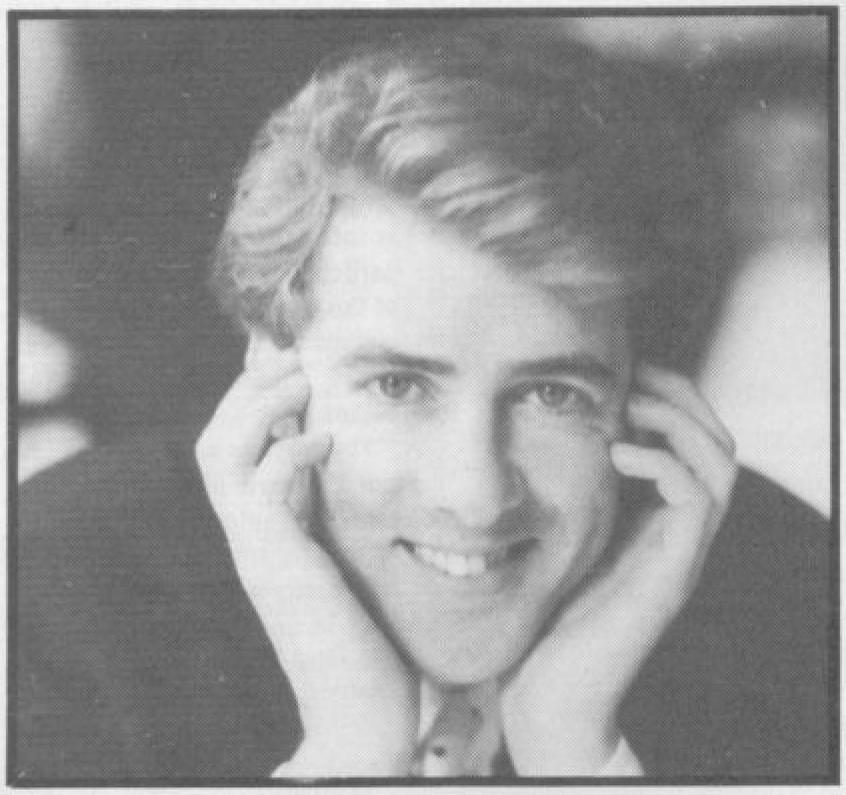
Much better, surely, that the current legislation used to police the book and record publishing industries is simply extended to cover computer software■

LETTERS

CRETIN'S CORNER

NOTE: This complaint is completely made up to give you some ideas. What are you playing at? I don't expect to pay my rates (a more than generous sum, I might add) to be treated in such an appalling way! I've been a resident in this area for nearly thirty years now and I've finally come to the end of my tether. An engineer came around the other day to check the meter. Well, it's not as if I'm even connected! Not a drop has been used in this house by me, or my dear wife. And he said it was time that we had an attachment put in. An attachment? For a tiny place like this? I said it wasn't like this before these new fangled vans came into use. No. You knew where you were then And who's this so-called Jonathan Ross?

So. What are you going to do about it?
E. Boggs
Cripplethorpe



Have you ever noticed the way the banana pieces always stick together in the bottom left hand corner of the Fruit 'n' Fibre (apples, hazlenuts, sultanas, raisins, coconuts, bananas, we think it's simply triffic, how 'bout you?) packet? And doesn't it really annoy you? Perhaps on the other hand you have a particularly interesting way of tying your shoelaces, and are incensed that people should be so stupid as to do it any other way? If there's something you'd like to get off your chest, something that the world ought to know about, something that other people ought to be put right on before they make a complete mess of their lives, then we're completely the wrong people to write to. Oh we'll publish your letter alright but nothing will ever get done about it. But that's not the point really is it?

Each letter that we get will be totally ignored in fact. Except the entertaining ones, for which a prize (completely worthless) may – or may not – be awarded. So if you're the sort of person who just lurves seeing his name in print despite the fact that what you have to say is totally irrelevant to 99.9% of the population, then send your letters to: I've Never Written to a Magazine Before, But I Really Feel...., Sinclair User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU, and we'll do our ultimate to ignore your complaint totally, we will print it though.



I would like to enquire the whereabouts of a program called **Dark Sceptre**, by Mark Singleton which you reviewed in September '86.

I have waited a whole year for the program and have seen no sign of it. Please could you tell me where the program has gone?
Nicholas Evans
Great Haseley
Oxford

● *It's in last month's issue*

I claim to have scored the highest score ever on **Arkanoid** (yes people do still play the game) without an infinite lives poke. The score is . . . hang on a minute while I look at my computer . . . It is (fanfare) 318,430. Please correct me if I am wrong.
Ian Firth
Oldham
Lancs
PS I am not lying.

● *Well done. What d'you want now, a Blue Peter Badge? Check out Star Panel on page 99*

Could you either confirm a mistake, or correct me on saying that **Athena**, reviewed last month, has got absolutely no stars?

Graham Taylor gave the game a good review, and I haven't seen a game with no stars before. Please could you tell me if:

● Graham Taylor is losing his memory,
● There has been a printing error,
● Graham is trying to set a new trend,
● He's making up for his mistakes on **The Living Daylights**?

Nick Hackett
Nr Staffordshire
PS Pretty please, with sugar, polka dots, ice cream, sugar strands and strawberry sauce on top, print this letter. Please!!! I'm begging you!!!!

● *What actually happened was this. Our man Brian, who sticks the stars on, was sick last month, and so Eric the Tea Boy had to do it instead. So one or two got lost! Humble apologies – if anyone's interested **Athena** should have got eight stars.*



◄ Eric The man Behind our Stars.

We're not very good at reviews are we? In July you managed to give **Mad Nurse** eight stars, but you put a seven beside it. (PROOF) Now in October's SU, you misprinted **Wolfan**, giving it eight stars but putting a six after it. Then **Mercenary** got six stars, but an eight beside it. And lastly, **Grand Prix Simulator** got seven stars, with an eight beside it.
Josh Perry
Henleaze
Bristol



ALRIGHT, JACK

I, like many other readers, used to think that letter writers and competition winners alike where just mere fabrications of the Editor's mind – something to print in spare space, if you like.

Now I know that I am correct in my assumptions, and I also have proof.

Let me enlighten you. Not so long ago, you decided to put out a census on **Bombjack** hi-scores, and, to offer some form of encouragement, a ten pound bounty was awaiting the high scorer. Being a handy **Bombjack**er myself, I sent in my high score and eagerly awaited the results.

As we all know, the results were printed in the October edition, and on reading them, I noticed something odd. The top score was actually *lower* than the one that I sent in!

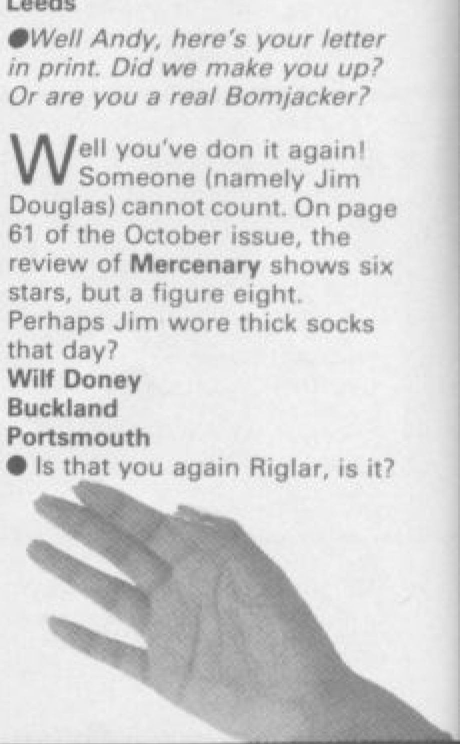
I'm not here to have my letter printed, because I know that's impossible, due to your strange editing principles, but I feel cheated and disgusted with you.

I'll not enter another competition, what's the point? In fact, I'll not bother you again at all. I've not wasted any typewriter ink on this letter, so I don't expect you to do any different. Anyway, the letters for the next few months are already being extractred from the Editor's mind, aren't they?
Andy "Fred Bloggs" Luty
Leeds

●*Well Andy, here's your letter in print. Did we make you up? Or are you a real Bomjacker?*

Well you've don it again! Someone (namely Jim Douglas) cannot count. On page 61 of the October issue, the review of **Mercenary** shows six stars, but a figure eight. Perhaps Jim wore thick socks that day?
Wilf Doney
Buckland
Portsmouth

● Is that you again Riglar, is it?





When I received your wonderful magazine, I opened the poke cards, which I though was a wonderful idea. I sent off straight away for the second lot of cards to complete the set.

Then, when I received the second set of cards, to my horror I found that one of my cards was missing! To complete the set, I wonder if you would be so kind as to send me the card which I require which is number 13, **Star Raiders?**
Mark Molyneux

● *Yes, yes, we'll send you the card, but, er, um, we've lost your address (shame) so could you send us it again? (Sorry)*

Type in the listing and RUN it before playing in the game tape from the beginning. You'll now have an infinite number of Star Bursts

```
1 BORDER 0: PAPER 0: INK 7
2 CLEAR 29999
5 PRINT AT 10,2;"START 'STAR RAIDERS II' TAPE"
10 LOAD ""CODE 65024
20 POKE 65070,201
30 RANDOMIZE USR 65024
40 POKE 44178,0
50 RANDOMIZE USR 30000
```

A DEVOTED FAN WRITES FROM AFAR

OK, Ed, what's the matter? Can someone please explain the reason for this strange behavious (don't worry, I hate Duran Duran)? Why on earth do you let Tamara Howard write those incredibly crappy reviews all over your fabulous May issue, spoiling it completely? I mean how can she give **Game Over** 5, **Leviathan** 7 and **Armagedon Man** 7 while **Convoy Raider's** awful graphics get just as much?

Ed, being an intelligent and reasonable man, stick a big cork in her mouth, burn her typewriter and never let her make reviews again, please! Oh, by the way, I love your mag and its new look, particularly the Kamikaze Bear. Keep up the good work!
Marco Fattori
Rome
Italy

● ***Tamarra says: I may write lousy reviews, but at least I can spell ARMAGGEDON. (Armageddon?)***



I agree with Stephen O'Neill (SU 66) about favouritism to certain games, especially **Nemesis** rip-offs. On the front cover of SUS 65 you put, "**Exolon** Best Game of the Year?" Then on the front cover of SU 66 it says, "**Sidewize, Exolon** meets its match?" And now SU 67 there's some drivel aobut **Xecutor** blasting **Zynaps**! And the worst bit is all the three got Classics! Why not give Martech's **Catch 23** a Classic, which has more thought than any **Nemesis** rip-off on the market. And also, why does Gremlin always slag off **Easterenders**? I think it's a marvellous game, and should have got a Classic.
Alan Beswick
Liverpool
Merseyside
PS I bet you £10,000 you won't print this.
PPS I was only joking about **Eastenders.**
PPPS Is it true that everyone at SU drives a Skoda Estelle 105SL?

● *But it's not true, we all own BMWs. And can you please leve the money in a plain brown wrapper by the sandwich bar at Waterloo Station? Cheers.*





★ COMPETITION ★

Let us have your ending to this story in a cartoon strip. The best 25 entries received by Crysys, Software Publishing Associates will receive a free copy of Erik: Phantom of the Opera.
Please state Spectrum 48/128 or +3.
Judges decision is final. No cash alternative.
Closing date for entries 31st December.
Winners notified by post.

ERIK: PHANTOM OF THE OPERA
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197-199 City Road
London EC1V 1JN

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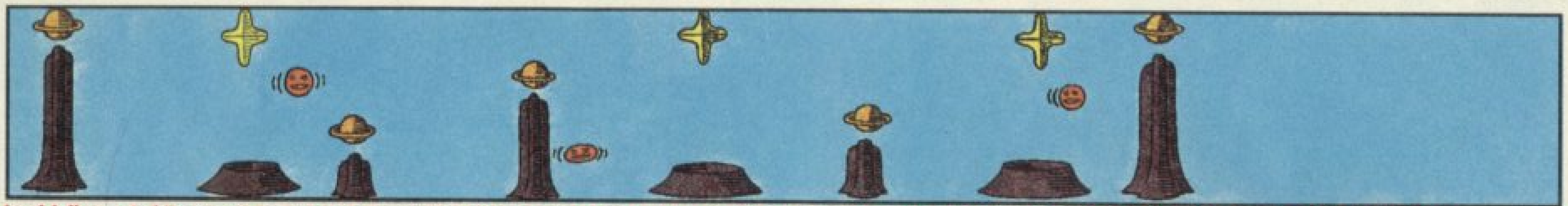


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STRENGTH OF THE BEAR!
SPEED OF THE PUMA!
HE WAS ENOUGH!
EYES OF THE HAWK!
EARS OF THE WOLF!
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Marshall Bravestarr – a man of determination, strength, justice and bravery. A man blessed with amazing animal powers that give him unimaginable capabilities and he needs them all in taming a world of rejects and scum. Overcome them he does, all that is but one malicious and greedy individual. That outlaw is Tex Hex, who also possesses magical powers – the powers of darkness and evil, inherited from a time long ago when New Texas was inhabited by the monstrous Broncosaurs. In an era of imitations Bravestarr is an original. A compelling mix of the exciting and unusual bringing into one, the legendary old West and the space frontiers of the future.
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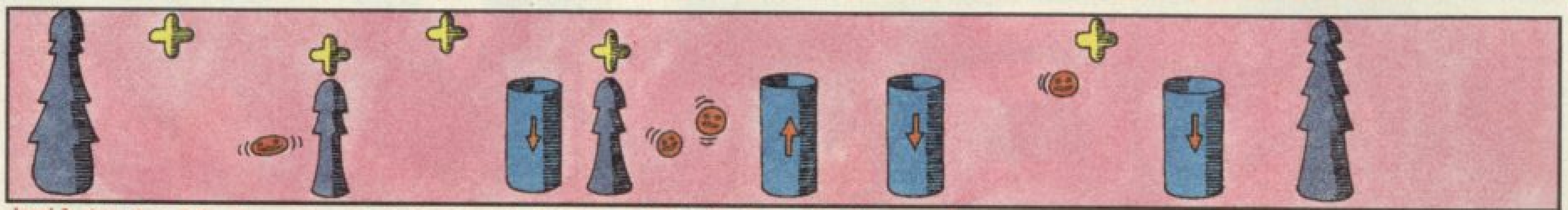
MAP CHAT



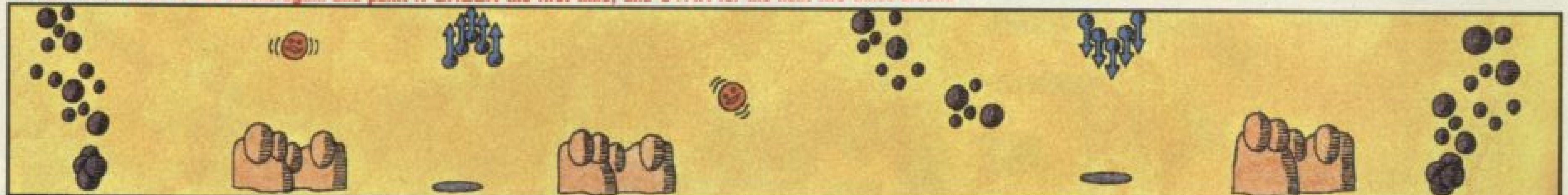
The colours: CYAN – Lots of RED and GREEN and 3 drops of BLUE
MAGENTA Half a pot of RED, a tiny bit of GREEN and half BLUE
YELLOW – Four drops of RED, a little GREEN and a little BLUE



Level 1: Keep out of the way of the rings and diamonds and things. The first time you go through this level you must paint it RED. The next time it's CYAN and next it's MAGENTA



Level 2: steer clear of the aliens again and paint it GREEN the first time, and CYAN for the next two times around



Level 3: First paint this level BLUE, and next GREEN and finally CYAN



Level 4: You can only reach this level after completing 1-3 first. The first time through, colour it MAGENTA, then RED and finally GREEN



Level 5: Colour sequence this time should be GREEN followed by MAGENTA and CYAN



Level 6: The last level! First time round you need to paint it CYAN, the next it should be GREEN and then YELLOW



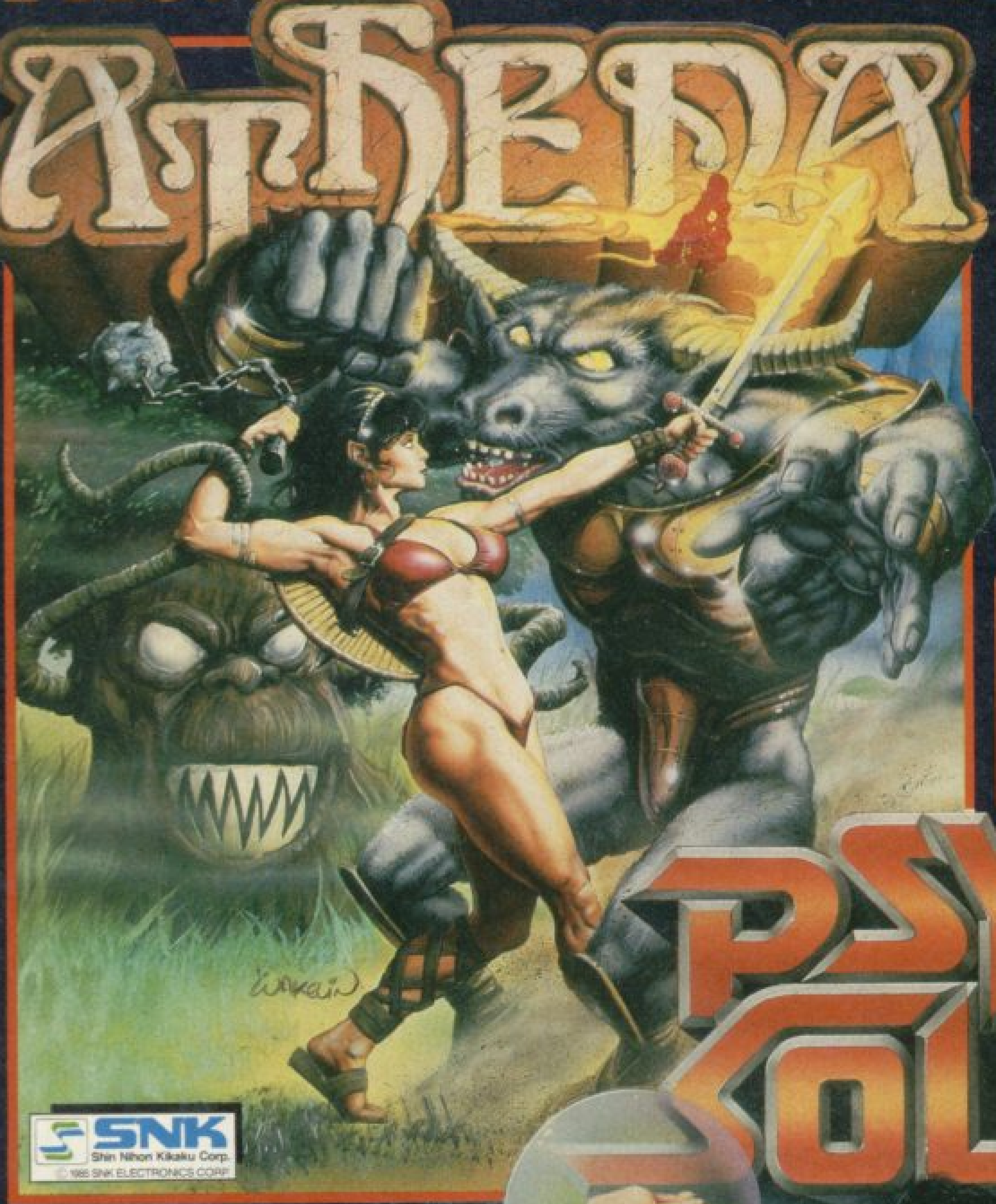
You've been puzzling over this one for months. And we thought it was about time to give you the definitive guide to

Wizball.

Ocean's original brain-teaser involving painting the landscape with pots of colour can now be cracked, thanks to our rather splendid map. Remember that you're best to stick with the first level 'til you've tooled up with Cat and all the movement controls and laser gear etc. This will stand you in good stead for the later levels when you need to avoid and combat tougher aliens.

- Block the aliens using Cat. He's indestructible, and a lot easier to move around in a tight space than yourself . . .
- Remember that there's no point in going on to the later levels until you have collected the paint and coloured the first sections
- Make full use of the transporters to jump around through the levels, you can pick up colour from one area and transport it to the next

FROM THE ARCADES–A TIGRESS!

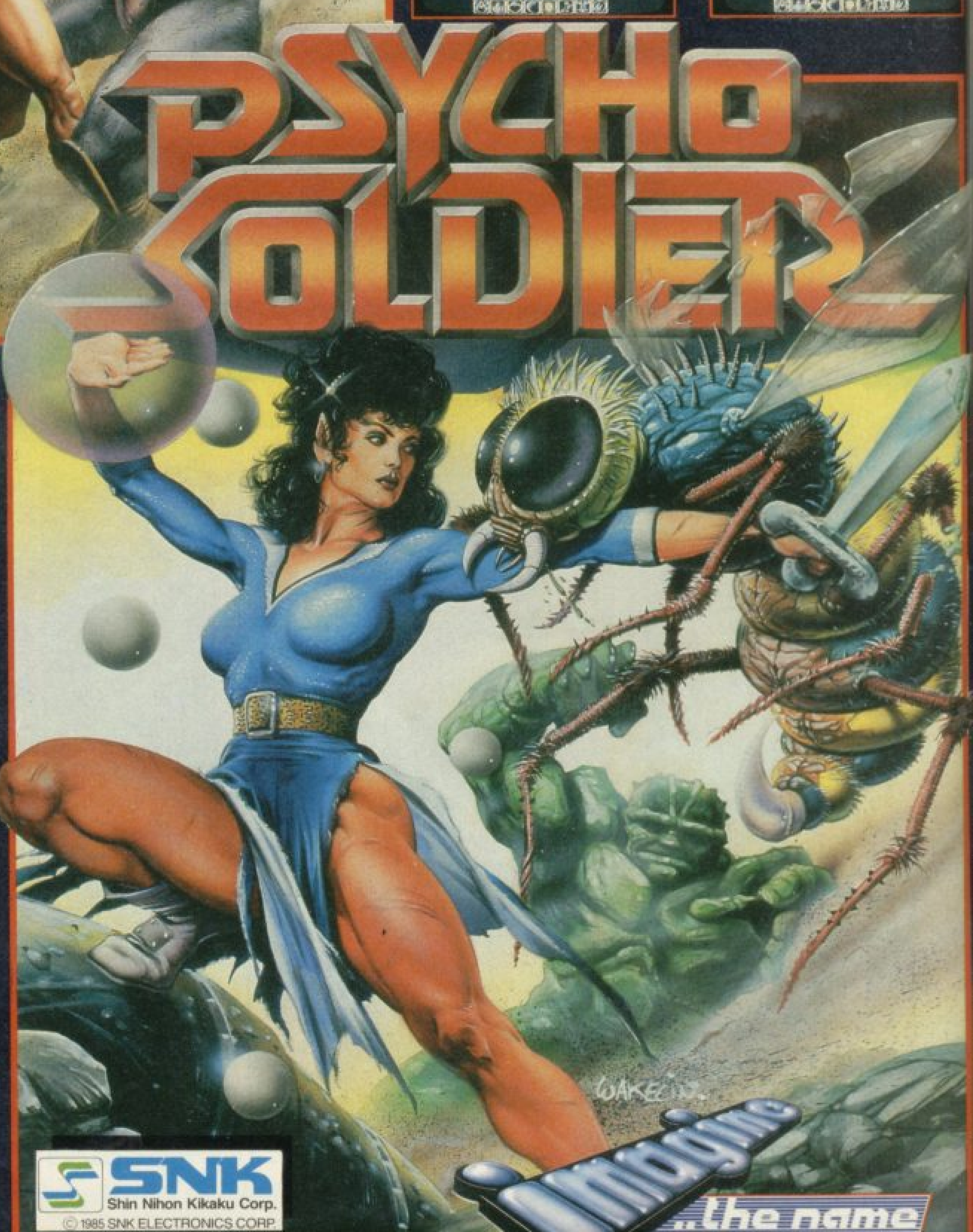


Her mission, to enter the last world and slay its evil guardian, but the last world is seven worlds away on a long and dangerous journey through the worlds of forest, cavern, sky, sea, labyrinth and hell, each having its own formidable guardian which must be overpowered and slain. Collect armour and weapons but beware the energy sapping poison for which only a secret medicine is the cure. Superlative graphics and arcade style action game play add up to a great package for the coin-op kings.

SPECTRUM £7.95 COMMODORE £8.95
AMSTRAD £8.95



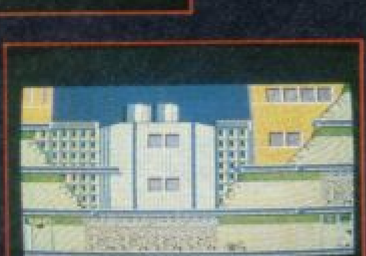




Athena isn't finished yet Physco Soldier, the sequel, is another world. Athena has changed and she has a friend. She is Physco Soldier with a thirst for action and adventure and when her mission is complete you just won't believe the ending – a surprise you can't afford to miss! A great game, tipped for the top, from the SNK arcade label.

SPECTRUM £7.95
COMMODORE £8.95
AMSTRAD £8.95





Imagine

..the name of the game

Imagine Software Limited, 6 Central Street, Manchester M2 5NS. Tel: 061 834-3939. Telex: 669977.

JON RIGLAR'S ZAP CHAT



Amidst the smoke and lasers of a rather well known nightspot a rather swankly dressed youth wallupped away the early hours. "Boom, boom – nagga – nagga – nagga, boom boom everybody do the dinosaur." What a song that is! Oh yes! "How about a drink Jon?" A pint of Pils is ordered. A glass arrives on the table containing blackcurrant, gin and whiskey. What a drink that is! Oh yes! (If you haven't already noticed, I'm writing this opening paragraph in the style of *Smash Hits.* But to continue.) Another drink was ordered and drunk. And with an enigmatic wave, the Rig fell under the table with a dull thud. Sometimes I wonder. I really do. Who wants to celebrate their 18th, eh? *(Ha, I knew Riglar was lying about his age when he claimed to have the mind of a twelve year old . . . Ed.)*

Headlights, fluorescent barriers, slotless track, smelly controllers as they heat up – it's all part of the fun isn't it? Perhaps that's why so many software houses are suddenly releasing games that involve little blobs (cars) zooming, or rather swerving, around the track. And

Super Sprint

looks to be the best so far. It has eight immediately accessible tracks and some take a fair bit of crafty driving to succeed. The trick is, of course, to know when to accelerate and brake. Now, even a handbag dancer would realise that you accelerate on the straight bits and brake when the wobbly curvy things appear on the horizon

Track one is pretty cream tea stuff really. Lotsa nice 90° corners and the accompanying cars are not really going to break any land speed records. Accelerate through corner A and then pelt down to corner B where it's best to switch off and cruise. Corner C can be taken at top notch as long as you approach it from the outside. The same applies to D. The computer quite often positions extra points in this corner – this is the most difficult of the whole track. Finally, corner E can be taken at full speed.

Track two. This is another of the tracks where you can just open the throttle and get up and dance to your rave single. It is quite fun though. And that's due to the jump. Corner A is a cruise and B is a pull away pelt. C can be taken at full speed, but make sure you ease off in time for the next corner. It is important to line your car up correctly for the jump – that means that any mistake leaving corner D will cause your car to vacate the road and sniff the tarmac. If that happens, you'll just have to wait for the helicopter. Provided you practice lining up for the jump, this track is fairly easy.

Track three is where the fun really starts – and that's because you can cheat! (Snigger, snigger) All the corners except the last two, need a bit of care, but the first one is often avoided altogether by zooming through the gate. This is fine as long as you don't pile up in the wall on the other side. Best to take a wide swing then really. Make sure you don't try to accelerate through the roundabout. Believe me, it doesn't work.

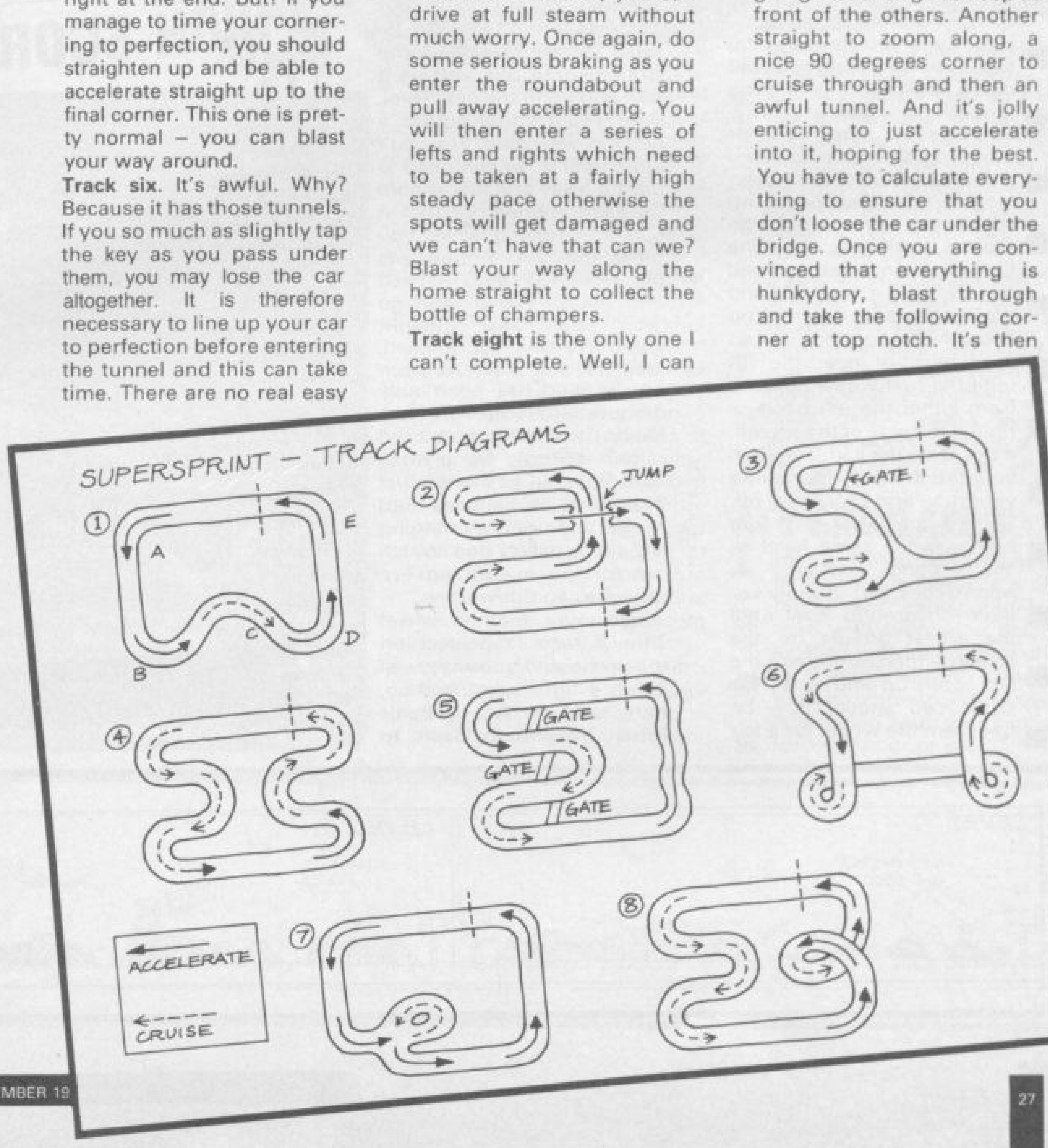
Track four with a hop skip and a thigh slap. Cripes, it's not exactly the most interesting of tracks is it? And to make things worse, the accompanying cars have abandoned their Skoda drives and taken on Nigel Mansell. If you start off making mistakes, you'll have no chance sucker.

Track five then. It's a bit like track three, although it has three gates instead of one. You may be forgiven for thinking that you're gonna have everything your way and be able to romp home by cheating – but you'd be wrong. The cars you're against in this round are pretty hot. There are also an alarming number of corners right at the end. But! If you manage to time your cornering to perfection, you should straighten up and be able to accelerate straight up to the final corner. This one is pretty normal – you can blast your way around.

Track six. It's awful. Why? Because it has those tunnels. If you so much as slightly tap the key as you pass under them, you may lose the car altogether. It is therefore necessary to line up your car to perfection before entering the tunnel and this can take time. There are no real easy corners here – you'll need to pile on the brakes quite a few times.

Track seven is marginally better. It has got a nice roundabout. From the start to this roundabout, you can drive at full steam without much worry. Once again, do some serious braking as you enter the roundabout and pull away accelerating. You will then enter a series of lefts and rights which need to be taken at a fairly high steady pace otherwise the spots will get damaged and we can't have that can we? Blast your way along the home straight to collect the bottle of champers.

Track eight is the only one I can't complete. Well, I can complete it, but not in front of the other cars! You start off with a hairy straight which leads into a wobbly set of corners. Again, it's a matter of taking it easy but going fast enough to keep in front of the others. Another straight to zoom along, a nice 90 degrees corner to cruise through and then an awful tunnel. And it's jolly enticing to just accelerate into it, hoping for the best. You have to calculate everything to ensure that you don't loose the car under the bridge. Once you are convinced that everything is hunkydory, blast through and take the following corner at top notch. It's then



only a matter of seconds before you cross the line.

Right then. That's that subject over and done with. What shall we do now? Good grief. Christmas decorations are on sale already. It's a disgrace. Spoils the whole enjoyment. When I was a little tacker, we wouldn't put up any decorations until Christmas Eve! Nowadays, you start shopping in October! **(Shut up Jon!)**

Nebulus

from Hewson is such a good idea for a game that obviously somebody with a brilliant mind like mine must have thought it up. (That did not hurt but I'm having a bit of trouble getting my head through the door.) If you haven't had the chance to check it out yet, here's a rough description. It all takes place on ledges and around a circular tower. Connecting each ledge are upity downy lift things which you can control by pressing, you guessed it, up and down. This is fine, but you've got to arrive at the top before the time runs out. Oh dear. So how do you do it?

Starting off on the first level (The Tower of Eyes) you'll find yourself at the bottom. It would, of course, be better if you started at the top! The main thing to avoid doing straight off, is running around like a blue-assed fly. You'll soon find yourself dropping out of the screen – all because one of the lowest ledges will disappear. Instead, you need to dodge around until you find the first lift. Right near that will be an eye going up and down. Up and down. You know the sort of thing. Avoid it. Wait right near the lift until the first wheel appears from either the left hand or right hand side of the screen. If this is on the same level as you, the thing will bash into your man and knock him off. So, it's all to do with not being on the same level as the thing when it approaches you. Simply remain on ground level until the wheel arrives on the screen – then jump onto the lift, zoom up and enter the door. You should now be free from the wheel for a fair good long while.

Moving on this second ledge, you'll find another lift. This will lead on up to the third level, but **beware** (in black for dramatic effect!) There is a black ball bouncing about on the next ledge. Things to note about these. a) There is no way that you are going to be able to blast them away with your pop pop thingy. b) They often bounce into the air. This is often into the path of a moving lift. And your man may just be on that lift. Oh yes!

So. Time it so that the ball bounces away from the lift and then zoom up. To your immediate right will be located yet another lift. Jump straight onto this and let it take you up to the next level. Here you'll come across a block in your path. You can't jump over it, so you need to blast it away and that should be easy. Remember that if you are moving when you press the blast button, old big nose will fling himself into the air rather than go 'pop pop'. Just thought you'd like to know. Instead, stay still and blast. As soon as the wall has been fully demolished (there are two blocks) you will be attacked rather viciously by a white ball. No need to worry! Just fire when it bounces into range and then everything should be tickety boo. Watch out for the marauding eye going up and down.

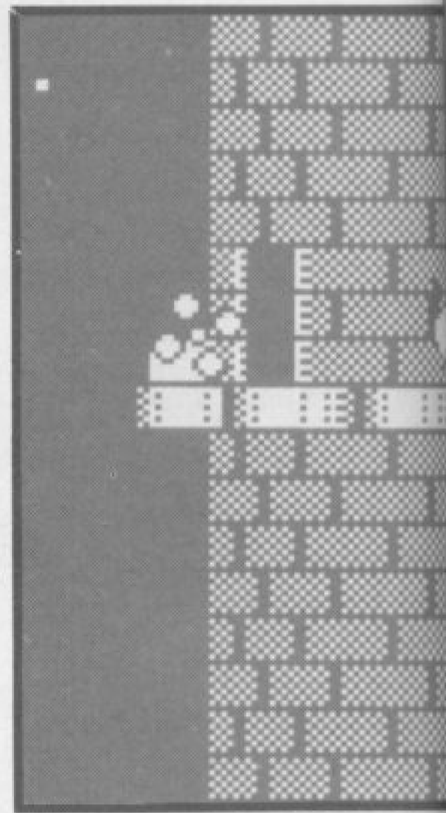
By now, another wheel should have appeared on the scene and you may well be in a tight spot. And so, here is **How Not to Panic When Your Balls Start to Bounce** guide.

Brilliant tip a) You can easily avoid the wheel if you are on the lift – simply go up or down depending on the position of the wheel

Brilliant tip b) Another good spot to run to is a door. Here you can judge exactly when you are most likely to be hit and when that is just about to happen, dodge inside the door. Confused?

Brilliant tip c) Finally, you may just like to panic your socks off completely. Go 'blah' and jump around a bit until either the wheel bashes into you, or you magically manage to avoid it – needless to say, this hardly ever happens, so if it does occur make the most of it.

Brilliant tip d) Incidentally and interestingly enough you may like to try jumping a ledge here and there. You'll soon realise that if you are lucky, your man will land on



INFAMOUS HUMUNGOUS READER'S BIG FIVE

From Andrew 'I hate joysticks' Ward

"Don't you dare say 'Oooer' once in this month's column," said Andrew in his letter, "and I heard you had a spare tenner and I'm a bit short of cash – get the hint?" No. Can't say I do actually.

1	Enduro Racer	Activision
2	Zynaps	Hewson
3	Arkanoid	Imagine
4	1942	Elite
5	Uridium	Hewson

If you want to tell the world about the games you rave over, then why not drop me a line (or even a letter) with your humungous big five. You stand more chance if the letter is not terminally boring and including your all time scum ball of a program helps too.

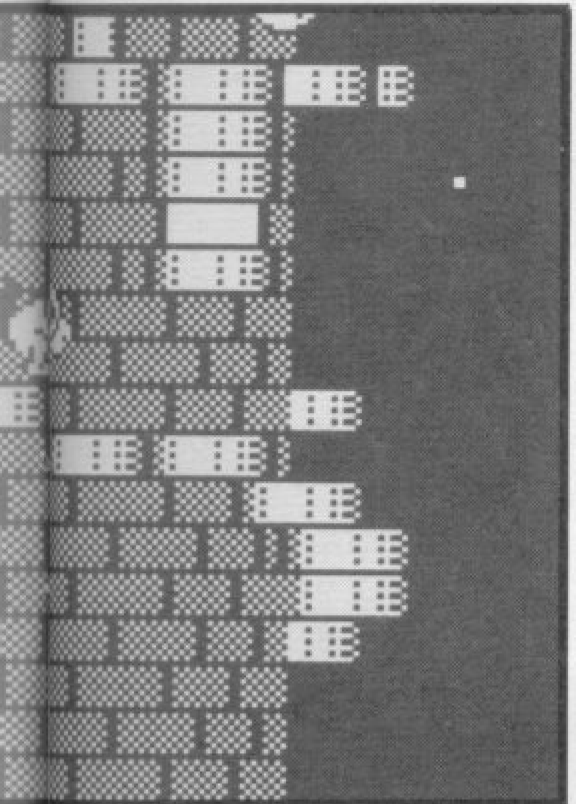
HIGH SCORE THINGIE

I'm touched, I really am. Last month we printed quite a few high scores and this month we've got hold of even more. So. If you fancy your name appearing in a rather darn swank magazine possibly on a strange black background, then jot down your high score and send it in to the usual address.

Arkanoid	339,500	Andrew Ward
Zynaps	96,600	Andrew Ward
1942	230,870	Andrew Ward
Uridium	85,425	Andrew Ward
Bombjack	557,150	Andrew Ward
Enduro Racer	1,678,980	Andrew Ward
Micronaut One	1,950	Alan Liversey
Starglider	43,600	Andrew Cherry
Micronaut One	3,480	Andrew Cherry
Barbarian	35,000	Andrew Cherry
Enduro Racer	412,540	Paul Mellerick
I Ball	44,000	Paul Mellerick
Chronos	124,500	Paul Mellerick
Exolon	309,500	James Sturman
Arkanoid	331,730	Simon Hobbs



JON RIGLAR'S ZAP CHAT

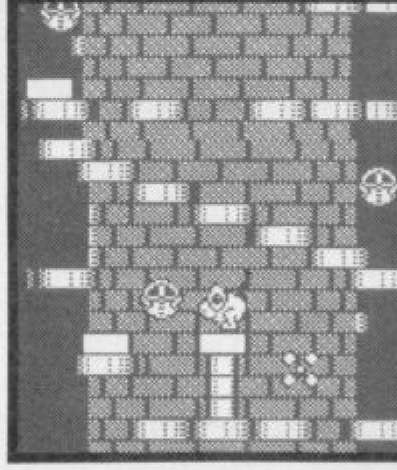


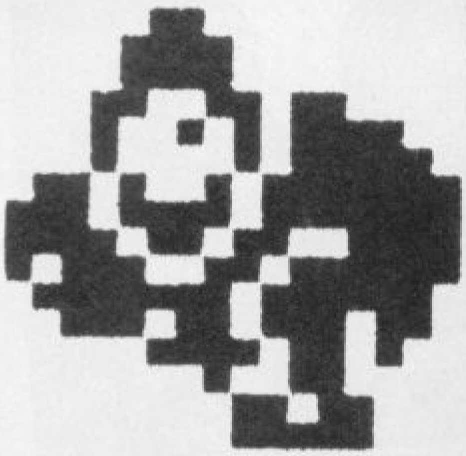
a lower ledge and not actually die. Gosh. On the other hand, he may just plummet to his death.

So. Back to the original story – we had just gone past the wall. Next up is a staircase which has a roving eye half way up. Time it so that the eye is on the upward movement when you start to climb the stairs. You'll find that if you decide to stop to scratch your nose or whatever, that an uncanny force will push you back down the staircase. So. Don't stop once you've started or else you'll have to start again.

The same thing applies to the next ledge. You'll be pushed back if you stop. At the end, you'll find a door which will whizz you around onto a ledge with a white ball. This ball bounces immediately in your direction and therefore you'd better get your pop pop into action. Remember to stay still when you use it.

The next lift will take your bod up rather a swanky distance and so this could be an ideal place to avoid the wheel. Once at the top of the lift you need to plod along to your left and then drop down to a lower level. Then stay still straight away – for a white ball will thud along and splat you otherwise. Stay still and blast the ball once it's in range. Then it's fairly safe to proceed leftwards – remember to avoid the uppy downy eye.





Now comes the really tricky part – you'll be very near to the top now and so you may well be short on time. First thing to do is to get your man onto the lift. It is cunningly hidden under some blocks which will disappear when you fall on top of them. Don't, whatever you do now, flip straight up on the lift – there is a deadly black ball blobbing (try to saying that fast) around at the top which will kill you. Instead try and time it so that the ball is moving away from you when you start your ascent. Once you arrive at the top even more fun awaits you. The very first block that you step onto once past the lift will disappear and send you hurtling down. You've somehow gotta leap across that block – which, funnily enough, is about as far as I can get after only one night's playing.

If you do manage to get any further, then it's necessary only to go through two more moderately hard doors and you've completed level one. The second is called the **Realms of Quantass** or something like that.

And so another Zapchat is written, cut out, folded, made into a paper plane and thrown around the classroom for a bit. And wasn't it good? And I promise to make next month's even more swankier and dare I say it, spookier. See you then■

Zapchat Spooky Big Eight (Cough) Renegade

Spooky is the word. Whatever happened to the good old dependable Rig – a person who would set a challenge and then stick to it the following month? Well, I'm sorry. I do try you know. Last month we printed another Big Eight (switched on readers will note it was a humungous one) for **Exolon** and said that maybe, just maybe, this month's would be on **Game Over**. Well it's on **Renegade** instead. Ya boo. Next month which is the festive one, we'll have scores for **Nebulus**.

	Name	Score
1	David Rea	55,450
2	Colin Leeds	44,760
3	Mark Bishop	43,220
4	Lin Bryant	36,780
5	Stewart Hogg	34,560
6	Jon Sissons	30,510
7	James Cox	25,400
8	Mike Lewis	20,456
9	Donger Surprise	10

FANZINE FILE

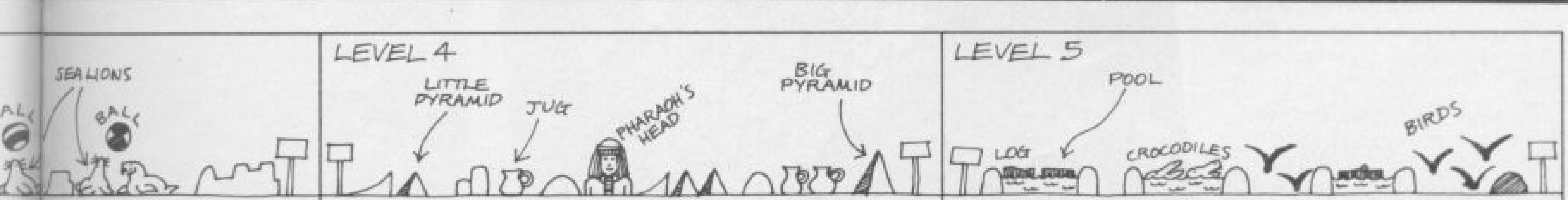
Two rather spunky efforts on the fanzine front this month, both were chucked at the SU stand at the PCW Show, which seems yonks ago now. Full up to the brink with WH Smith letrasets, Joystick Required is fanzine produced between Ian Homer and Alex Rey, who were bold enough to approach yours truly and utter the words 'It's for free'. One presumes that by the time you read this the new issue will be out and that will have a price tag. Having had a good shufty through the demo version, it looked pretty good but had absolutely noooooooo screenshots. Perhaps the guys could send in some further details?

Second on this month's agenda is the Spectrum User Magazine which is a bloody long title so they've shortened it all down to SUM. SUM is sponsored by a couple of major firms, and so makes large efforts to plug them consistently throughout the mag – a mite annoying when the same name pops up page after page. However, it is well a produced mag and has some rather swank screenshots. In case you're wondering, it's written and produced by M Newman, E. Moreton and M Teall who all live somewhere, but bieng an organised chap I've gone and lost the address. Promise to print it if I find it. Hugs and kisses etc.

How do you fancy a bit of free publicity for your fanzine? If it's totally swank and you post it in a big wrapper with a stamp on, it may just find its way onto this page.

ATV SIMULATOR

▲ Here's a map of Codemaster's ATV Simulator. It's all pretty self explanatory – what with everything being labelled individually and all. So if you're into All Terrain Vehicles and similar things, this should keep you happy for ½ an hour or so.





FACTS BOX

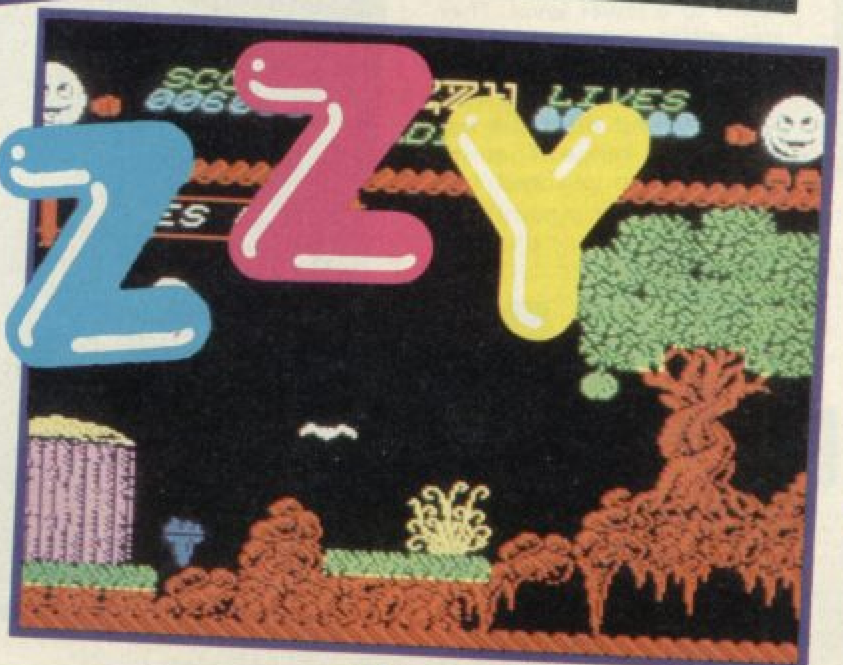
Once you get cracking at this egg-citing game, you'll never let it lay for a moment

DIZZY
Label: Code Masters
Authors: The Oliver Twins
Price: £1.99
Memory: 48K/128K
Joystick: various

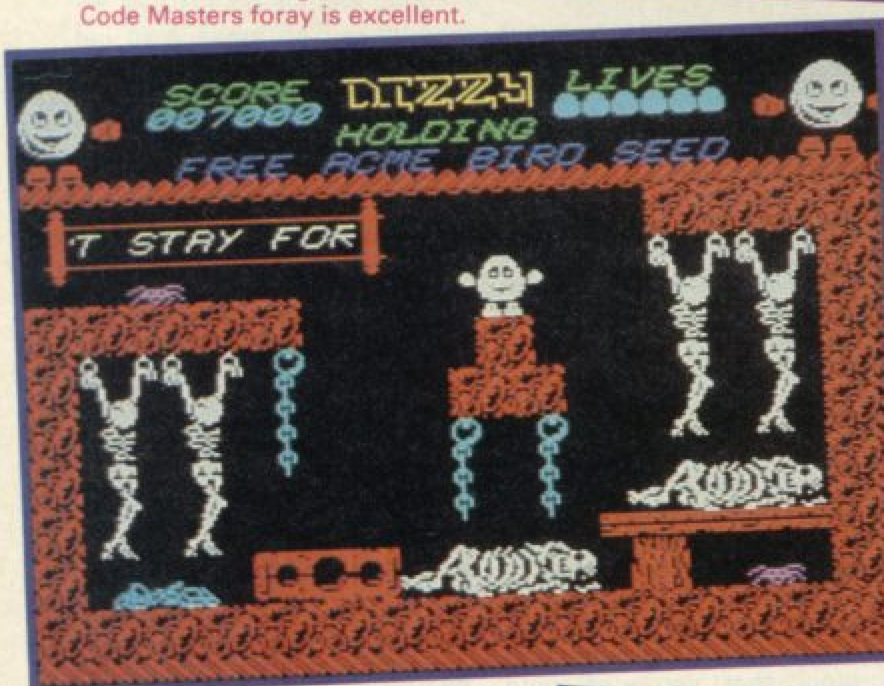
Reviewer: Tony Dillon

★★★★★★★★★☆ 9

DIZZY



If there is one thing I hate more than autograph hunters who won't leave me alone (such people do exist, you know), it's programmers with a consistently good track record. Such programmers are the fine upstanding Oliver Twins, of **Grand Prix** and **Professional Ski Simulators.** Needless to say, their latest offering into the Code Masters foray is excellent.



In **Dizzy,** you play a little baby clucker. Not a chick, you understand, but a fully matured egg. Not any ordinary egg, but an egg with a mission. It's mission, should you choose to accept it is to collect ingredients for a potion to kill the evil Zaks who has been terrorising the eggs.

Screens are taxing and well laid out with a good use of colour. There are items lying about and these can be used to aid progress through the game. For instance, in one part of the game, there is a mineshaft which you must go down but can't get to because of a minecart in the way. In the next screen is an oil can. See if you can work out what has to be done.

Dizzy has been described as 'The Ultimate Cartoon Adventure'. This is almost true. It should have been 'The Ultimate Budget Cartoon Adventure' as, wonderful as it is, it doesn't come close to my all time favourite **Firelord.** The graphics are clear, humourous in places and all are very recognisable.

One of the Oliver Twins' best and one well worth keeping an eye out for. Go on, buy it. Don't be chicken. (All right, that's enough of the egg yolks. [Ha ha])■



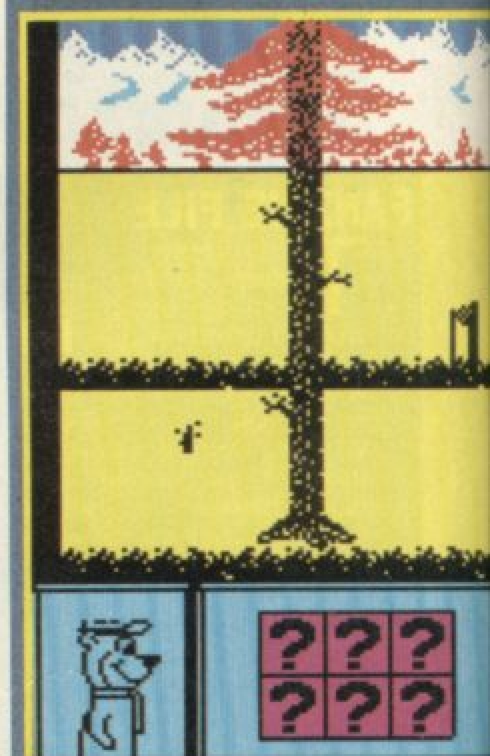
JAC

'Left. Right. Left. Um. H-A-L-T!!!! Abo-o-o-ut Face!! Stand easy, no talking in the ranks, listen 'ere you 'orrible lot! You got to rescue these 'ostages! You got to blow up the gun towers! Sgt Murray was a cruel man.

So off the SU team wandered to play **Jackal,** long awaited conversion of the ever-so-popular coin-op. We set off after fighting over who was to drive our tastefully camouflaged jeep. Trying to stop Jim from murdering small furry animals with the sub-machine gun was no easy task.

As we hurtled through the scrolling desert night, we pondered our mission. What, we wondered, was the point?

The point hit us soon enough, when we discovered the first group of men. Marching jerkily towards us, guns at the ready, they looked brave, if small. David put a stop to their little tricks, by running them down



YOGI

Oh, please, this is a conspiracy isn't it? Soppy, gooey, cute and cuddly games. Yeeekk!

Yogi may be smarter than the average bear, but has some dump friends. Side-kick Boo-Boo is a complete klutz and has got himself bearnapped.

The game starts on January 1st. You have exactly one year, starting from now, to rescue Blubber-wubba or whatever

KAL



FACTS BOX

Fast moving arcade action. Perhaps a little hard for the wimps among us, but a pretty good conversion nonetheless

JACKAL
Label: Konami
Author: Cyclone
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆
★★★☆☆ 7

ARCADE REVIEW

with a quick handbrake turn and a nifty change into third.

We passed huge gun terrets with revolving cannon and dodged some pretty big really bullets. We evaded chunky tanks and blew up innocent looking huts. We rescued the



odd prisoner and saw our helicopters take them safely home. We picked up bonus weaponry and crossed bridges. We got blown up quite a lot too.

And then we had a bit of a rest and a Jaffa cake. And thought, "Gosh, this is hard." (You know what wimps we are). Yes, **Operation Jackal** is what can only be described as "A piece of tricky programming!"

It's not a bad game. It's faithful to the coin-op, all the jeeps do the right things, blowing you up and so on, and you can even run over the little men, far more exciting than just shooting them. But it's soooo hard. The jeep you're driving nips about in a mad frenzy!

Perhaps because it's so hard, there's a real feel of, "just one moregowhathitmethattime that'snotfairlneversawit coming," about **Jackal**. If you're a die-hard player of all-action arcade games then you're going to love it. But if you're easily disheartened, inclined to wander off after only three goes because you just can't get past the third jeep, then you might leave **Jackal** thinking you've been swizzed.

I rather liked **Jackal**. It is, as I've said, good solid arcade action, and you'll need lightning reflexes to really get into it. The graphics, although perhaps a touch sketchy, are adequate, and there's a good feel of the coin op about it.







BEAR

he's called, before you have to go back into hibernation.

Yogi Bear is rather bizarre. It basically consists of ramble around Jellystone Park, dodging campers, rangers, hopping frogs, geezers, swarms of bees, birds and snakes.

Bizarrity comes in various guises. Because Yogi is such a nice, cuddly, sweet, generally nauseating sort of bear, he's not meant to be seen killing anything. So whereas your average, Kamikazee sort of bear would blast all the annoying critters to Kingdom Come with a rather large flamethrower or small nuclear grenade, Yogi's defence is to turn into a bush.

No, I've not gone completely mad, the damned bear really does turn himself into a bush. Hold down fire joystick up and bob's your bush.

What an idea for a game. Quite liked it really. **Yogi Bear** looks just like his cartoon counterpart.

The emphasis is heavily on the cute and nice, rather than the blood and guts. I dunno about Yogi being smarter than the average bear, I thought your average bear could swim, and Yoggers most surely can't. In fact, he can't fight, jump or run hundred metres either. He's pretty useless all round really.

But, if you can take tacky, the graphics are good and quite funny. Jellystone is nicely depicted and the frogs are great. You should enjoy it■

FACTS BOX

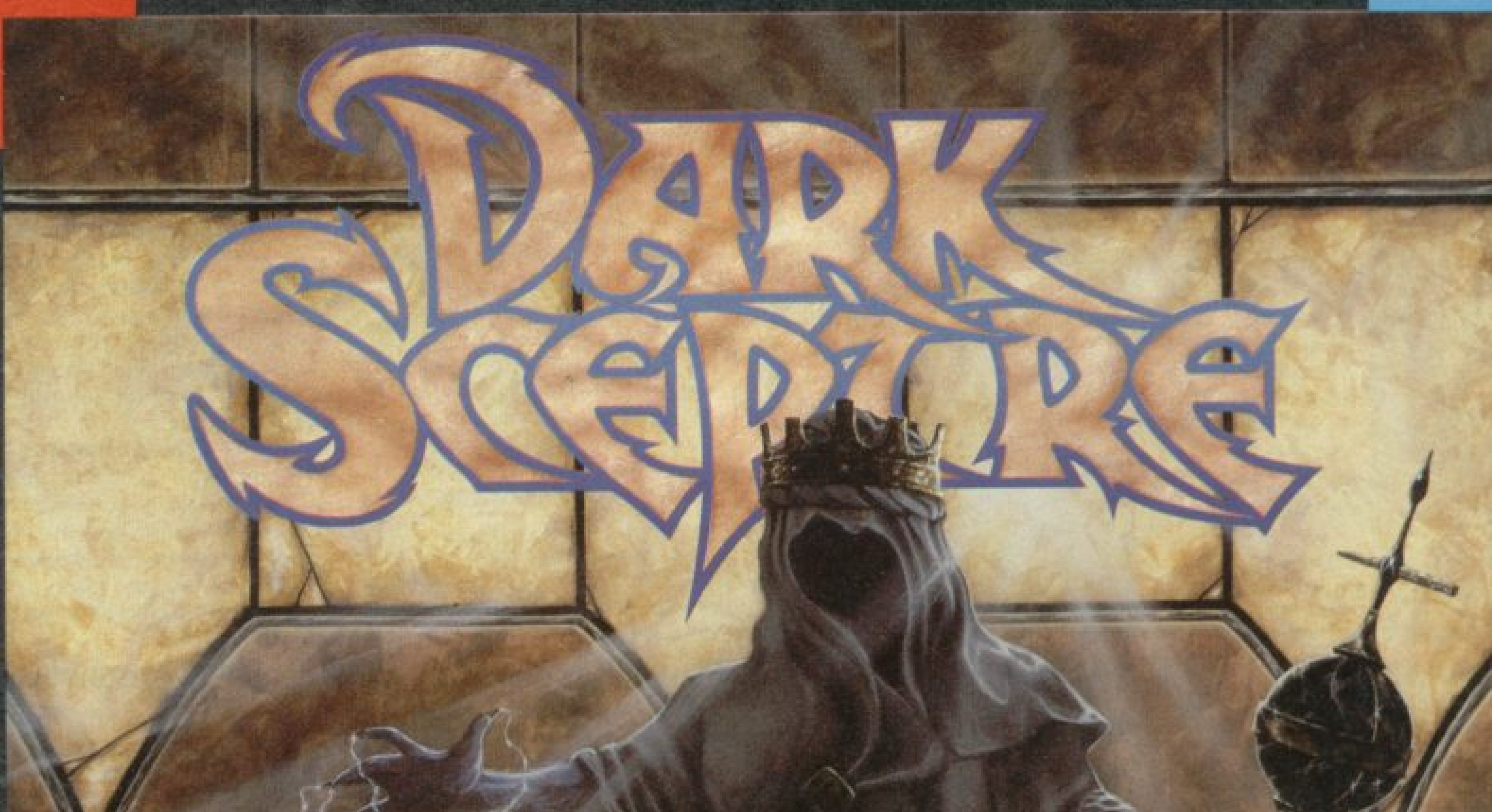
Rather "nice" game with convincing Yogi graphics, Interestingly surreal "change into a bush" routine. Good fun

JACKAL
Label: Piranha
Author: Dalali
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆
★★★☆☆ 7

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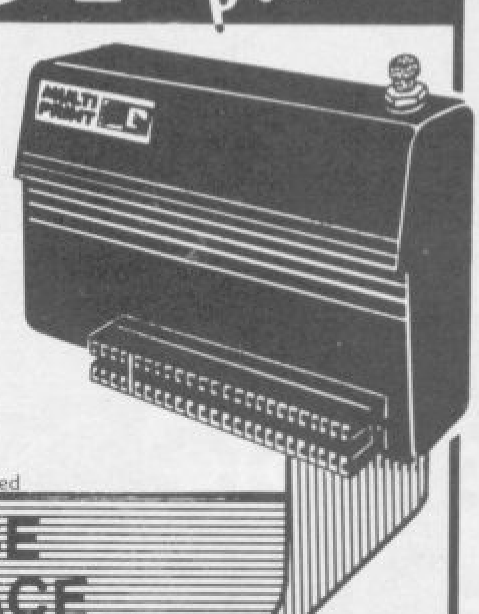
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A JOY to use – MENU-DRIVEN with screen prompts, one-touch commands, error-trapped, etc.

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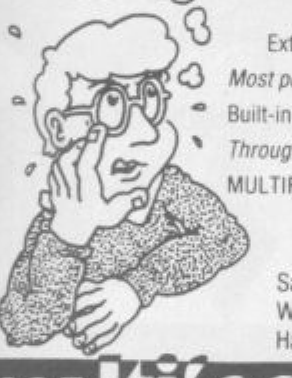
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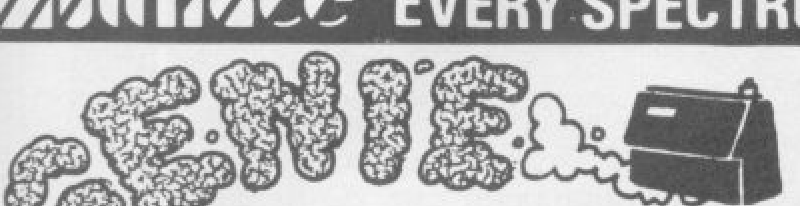
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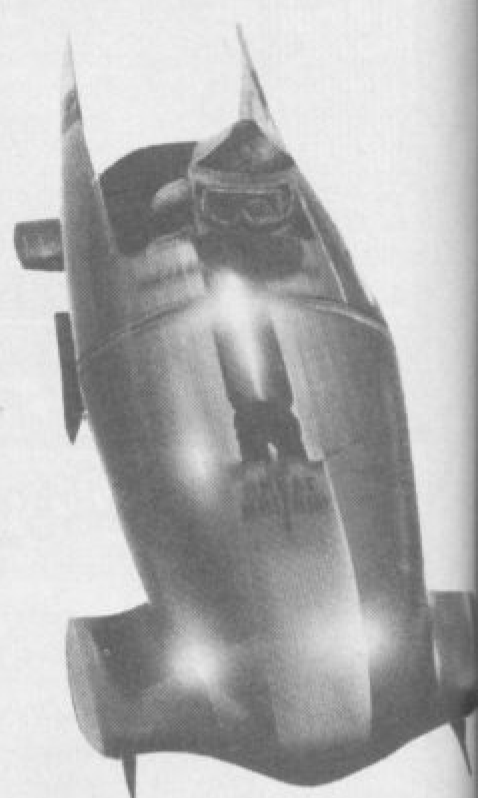
Skitterurutterruttershhooom. There can surely be few pleasures in life more exhilarating than taking yourself and a few mates down the Cresta Run in a fibreglass container looking not entirely dissimilar to a tube of toothpaste with skates on the bottom.

You may not get the benefit of the skin-tight lurex suit with Digital Integration's Bobsleigh**. You probably won't have the excitement of losing a couple of fingers as you mis-time the jump onto the sled and stumble under the runners. And you won't have the pleasure of saying "oi-oi-oi" all the time.**

What you do get, as our review on page 12 explains, is a pretty flaming fantastic sports simulation with three-dimensional graphics and as many variable options as you can shake a stick at. You can select from a number of tracks, you can choose which country you come from (ie what colour suit you have). There are weather conditions to deal with, and it handles like a dream.

And you can get a copy for £2.00 less than anyone else. Why? Because you're a SU reader, that's why, and there's a coupon just here – look! There it is – which will significantly reduce the price of the game to a piffling £7.95. A bargain.

Get your skates on. Hahaha■

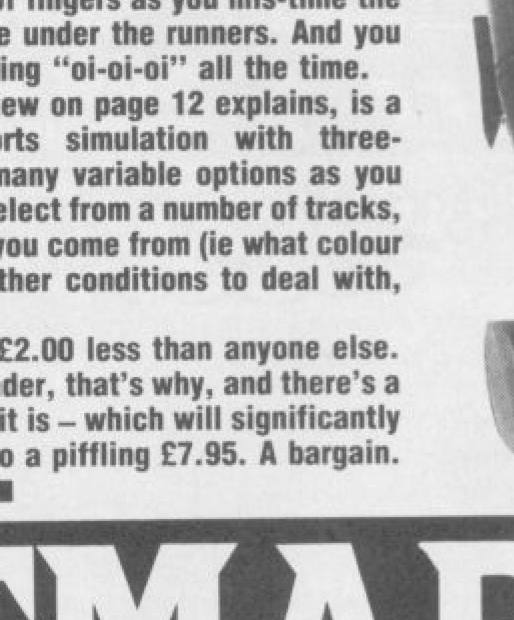


KNIGHTMARE

Who on earth wants to wander around a TV studio with a bag over their heads and a silly outfit on and three people screaming "Pick up the apple and throw it at the magical pixie's left knee"? No-one. That's who. So it's just as well that Activision's latest, Knightmare has a whole lot more depth and excitement than that.

You control Knight, magical wanderer and largish sprite and extremely agreeable sort of chap, who will follow your every command. You'll come up against sticky problems, riddles, quizzes and all sorts of challenges. Look, why don't you just check out our review on page 36, then come back here.

Back now? Impressed? We knew you would be. And you know what's coming next, don't you? Yus. You can get hold of a brand-abso-blimmin-loutly-new copy of Knightmare for the dream (hahaha) price of £7.99 – two shiny gold lumps less than anyone else has to pay.

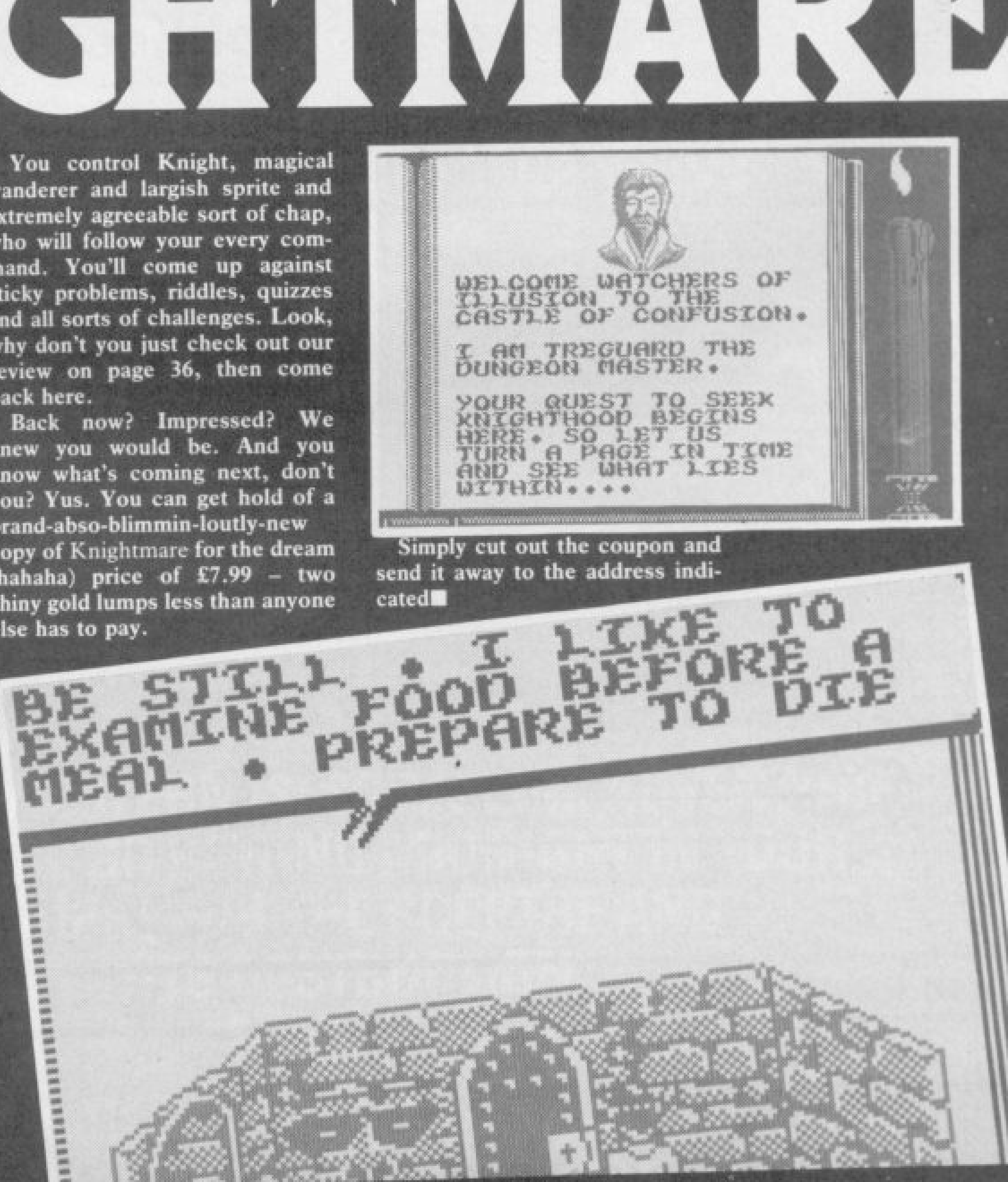


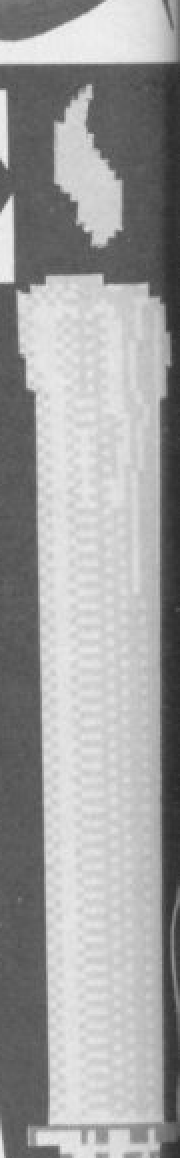
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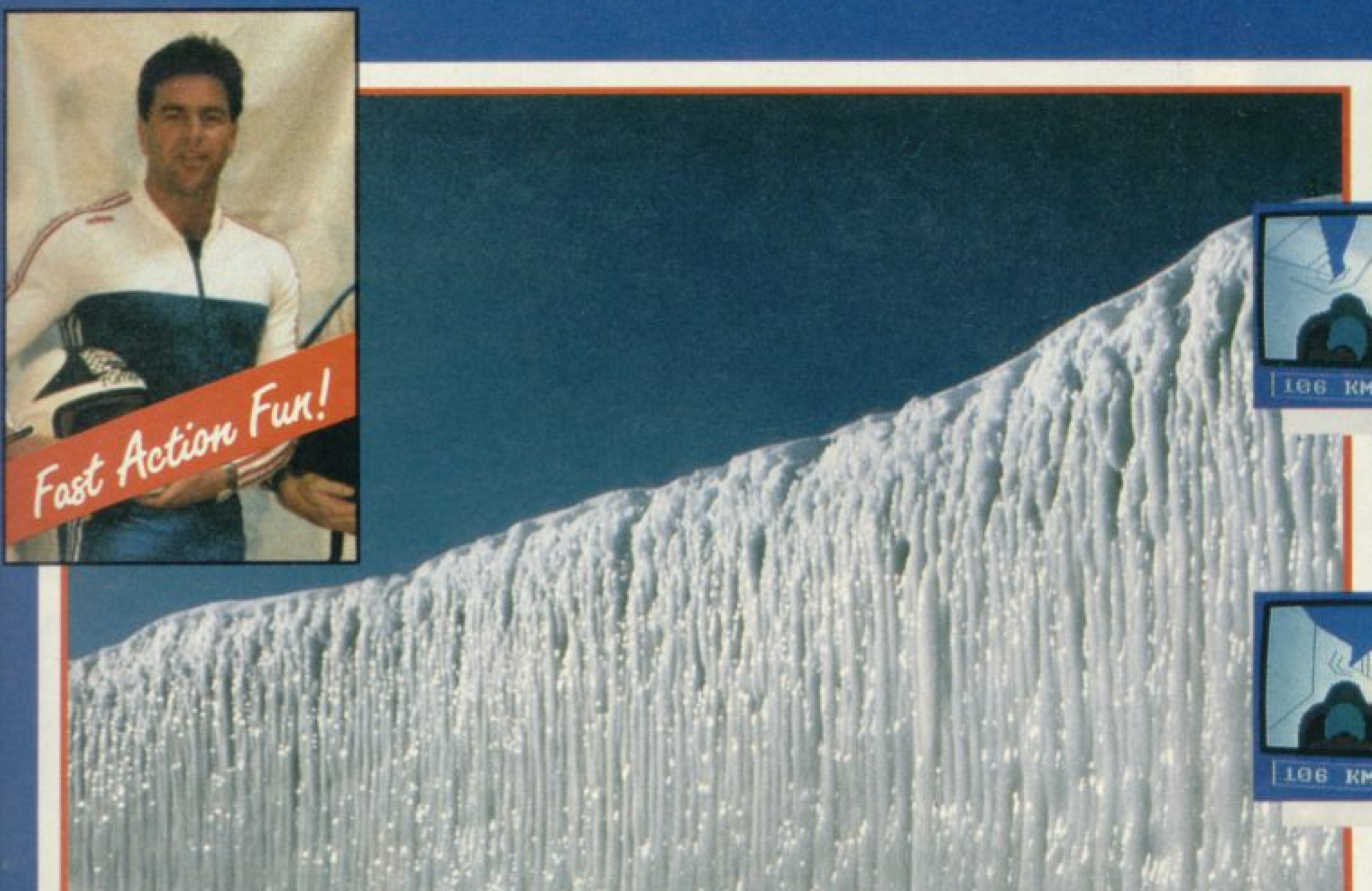
KNIGHTMARE

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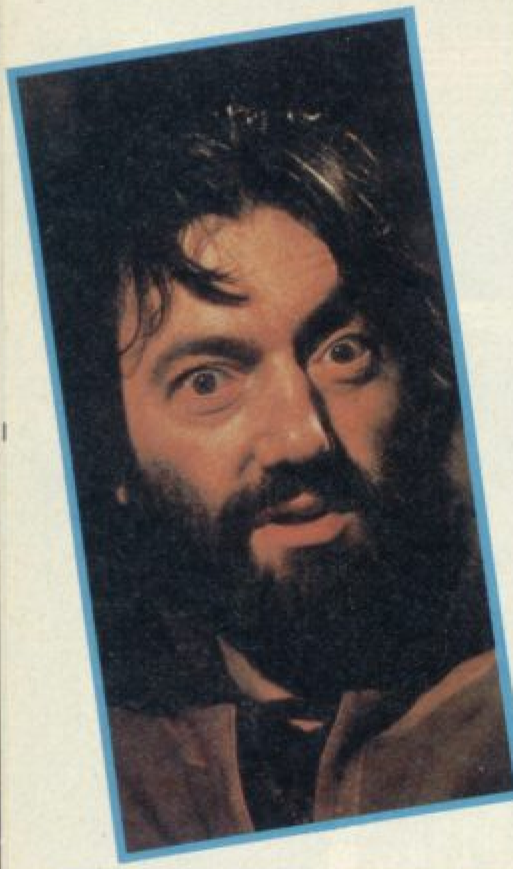
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A TV show? I choked as visions of *Blockbusters*, *Countdown* and – gasp *EastEnders* invaded my usually vacant mind.

Worse. It's a TV show about wandering around a blue studio with paintings of dungeons matted on afterwards, with some poor clutz rendered blind by a big helmet being directed by three tragic morons and a middle-aged man with a beard whose interest is dangerously suspicious does *not* sound like the soundest of bases on which to construct a computer game.

But **Knightmare,** I am surprised and pleased to say, is quite, quite brilliant.

You're at no disadvantage if you haven't seen the TV show of the same name, as the game successfully stands on its own. Nevertheless, if you're an addict of the Anglia TV twenty-minute-er, you'll be impressed by the similarity of feel that programmer Mev Dinc has managed to achieve.

Knightmare is an adventure in the truest sense of the word. You control the knight, guiding him around various levels of a ghastly world, solving problems as you go. It's difficult to give an idea of the play and feel of the game by comparing with previous titles, because the way it works is so original. But there are elements from games like **Fairlight** here, and even **Valhalla**.

As you move through the game, you will often come across situations which won't be easily soluble. Here, like in the TV show, you can call for assistance. Two Oracles will appear, like gods, at the top of the play area, looking down on the game. Both will offer advice as to what your next course of action should be. One Oracle is good, the other evil. Unfortunately, the good oracle is quite happy to advise you to take a strong course of inaction, and get absolutely nowhere, while the evil character will try to get you killed. What to do?

You've got to walk a very fine line. And try to use some advice from each.

On screen, **Knightmare** is a wonder.

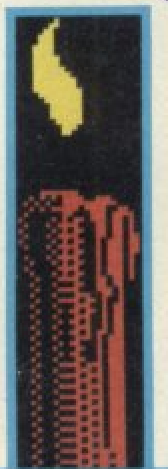
The screen is laid out like a book, with the action taking place on the pages. Move from one location to another and the current page will scroll in a most realistic manner to reveal the new scene. The rooms are drawn in a single colour, in semi-3D form. As you can see, Electric Dreams has steered well clear of the isometric (Ultimate) approach.

The graphics for the characters are well defined, if a little on the thin side, and they move around the screen quickly and without fuss.

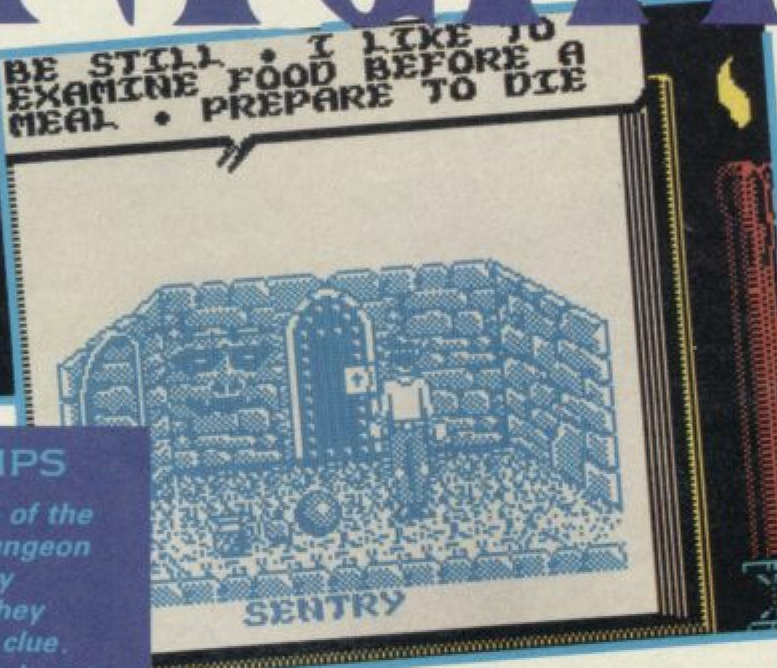
As well as moving around and fighting, you can use two-word input for object handling and similar actions. No need to

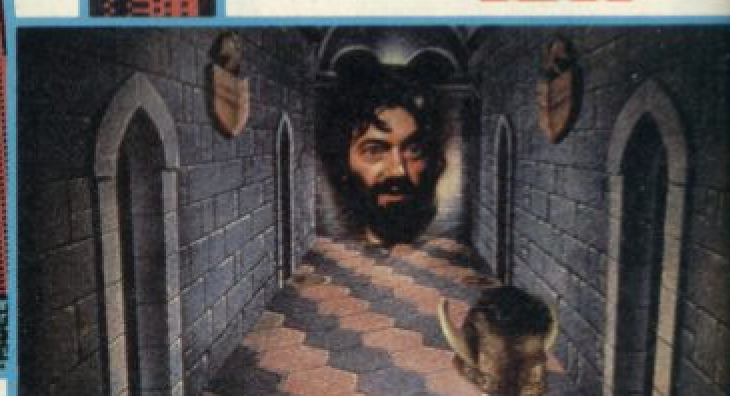
KNIGHT





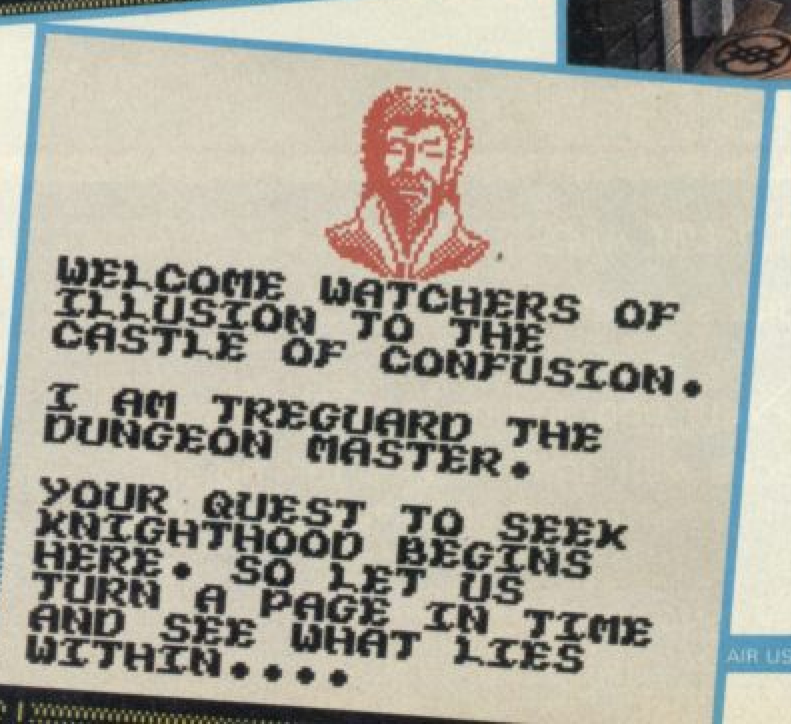






HINTS & TIPS

- *Ask the advice of the oracles and Dungeon Master at every opportunity. They always give a clue.*
- *Make a thorough map. Some locations look identical. They are there to throw you off course.*
- *Experiment with spells. You may find they have unforseen effects.*
- *Save the game frequently.*
- *Take your time to examine everything you see, and don't take anything at face value.*
- *The riddles are general knowledge questions, so get a mate with a lot of spare information in his head*



PROGRAMMERS

MD SOFTWARE – comprising **Mev Dinc** and **Nick Cook** – has a string of impressive hits under its belt. Mev and Nick worked on the **Knightmare** code and graphics, respectively and are currently working on a number of future ED games.

SOFTOGRAPHY: **Prodigy** (*Electric Dreams*, 1986), **Enduro Racer** (*Electric Dreams*, 1987), **Aliens** (*Electric Dreams*, 1987), **Big Trouble in Little China** (*Electric Dreams*, 1987), **High Frontier** (*Electric Dreams*, 1987), **Xarq** (*Electric Dreams*, 1987), **Last Ninja** (*Electric Dreams*, soon to be released), **Super Hang-On** (*Electric Dreams*, soon to be released)

worry about the need for typing finesse, though, as you use a very friendly system that ED is calling Word Gears. Actually, it isn't particularly impressive to look at, but the way it works is quite clever. By hitting a key, one word (usually an action) will pop up at the top of the screen. If this is the word you want, you can select it which will cause another to appear next to it. You can cycle through the words by tapping a key.

The clever thing about Gear Words is that once you've selected an action word, *Open*, for example, the next series of possible words will only comprise items that you could try to open. This saves a great deal of timewasting which could easily result in your untimely demise.

Your completely vital Stamina quotient is represented by a candle on the right hand side of the screen. The lower the candle burns, the more exhausted you are.

Puzzles encountered are of a varied nature. There are nasty old creatures which emerge from nowhere and ask you riddles under threat of death at the merest whiff of an incorrect answer and there are visual problems in the spot-the-difference mould. Each must be answered before the timer runs out. Should you fail, all hell will break loose, and a harpie of some description will come at you from every conceivable angle. All hell, it has to be said, breaks loose quite a lot.

Among the more useful objects that you'll find are scrolls. They equip you with spells. Some are merely useful – *Torch* will light up a dark area.

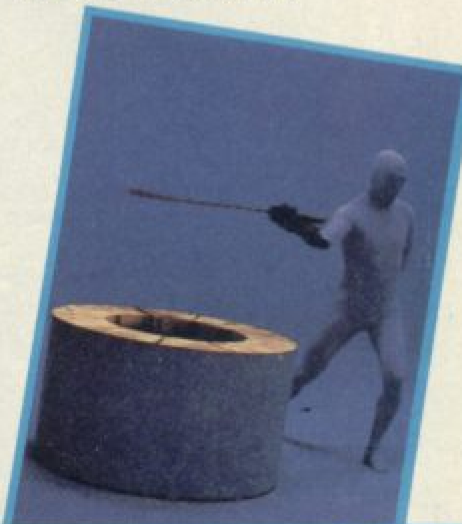
Others are positively malevolent – *Toad* will turn everything in the room into a harmless frog. You can also take the occasional risk with spells by casting the *Metamorph* spell, which will cause your nearest assailant to change into another beast. This comes in handy if you are unprepared to deal with a monster as you may find it changes into a stronger foe for which you *do* have the appropriate weapon.

The game is in two parts. The first consists primarily of dungeonseque locations. Should you manage to battle through to the next section, you'll emerge into the woodland scene.

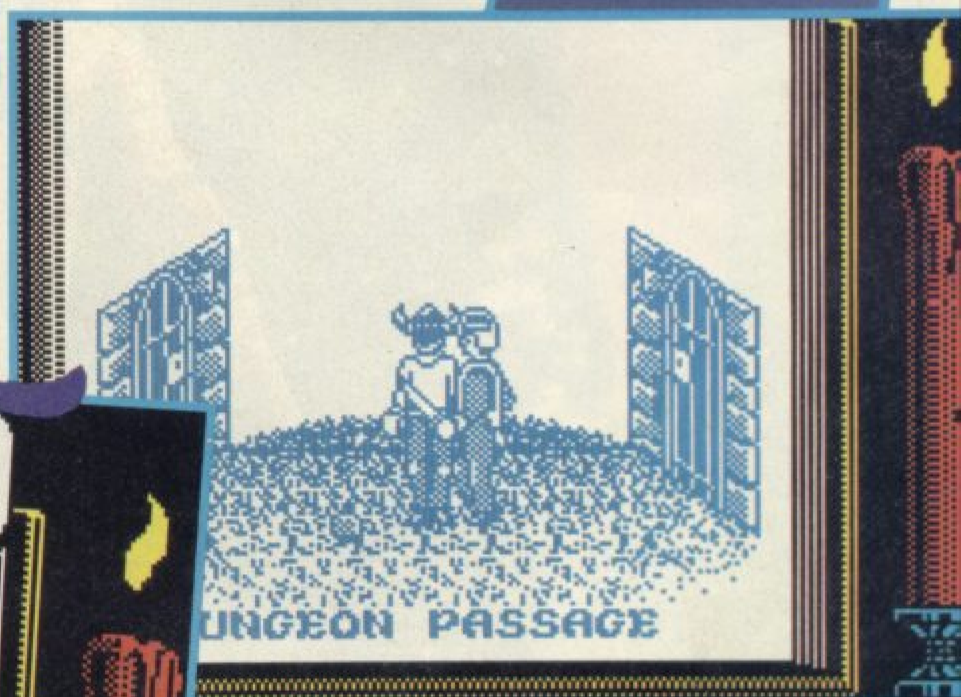
Although **Knightmare** has no obvious aim to begin with, other than gaining as many points as possible, you will soon find yourself involved in the sub-plots which run throughout the game. Without giving too much away, you can expect to find *the* classic challenge involving a female, a large reptile and a rich old man.

Electric Dreams as taken a top-notch licence and produced a classic game. Smart-alecs■

ARCADE REVIEW

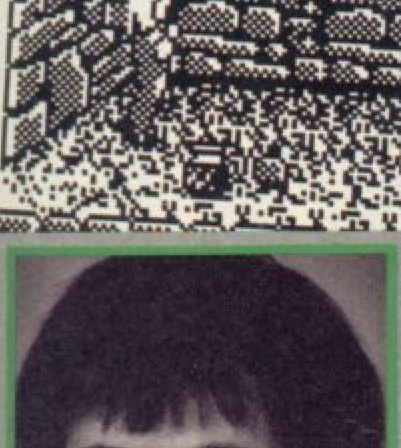


MARE





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KNIGHTMARE
Label: Electric Dreams
Author: MD Software
Price: £9.99
Memory: 48K/128K
Joystick: none

Reviewer: [signature]

★★★★★★★★★★ 10


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BLITZKRIEG

BY KEN WRIGHT

Blitzkrieg simulates the German attack in May 1940 when the Low Countries and France were overrun. The French Maginot Line was by-passed by the mighty German army spearheaded by Kleist's crack Panzergruppe.

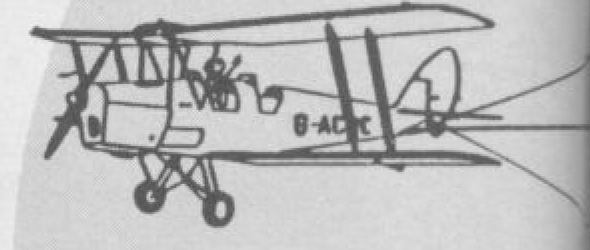
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POKES

ALL POKES BY . . .



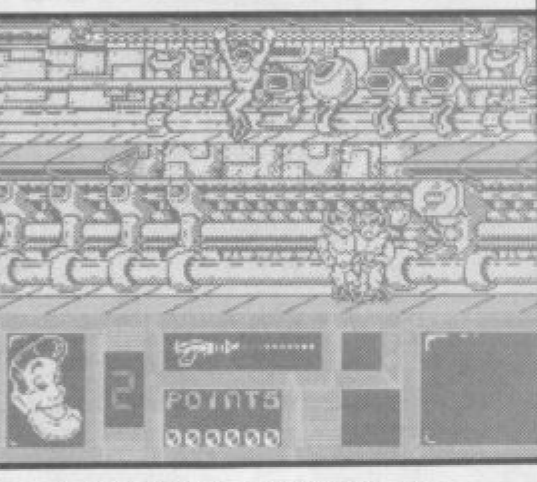
STREET HASSLE

If you're after infinite lives, this will be the one for you! Type in and Run this listing before loading in your game tape as usual

```
   1 REM STREET HASSLE poke
   2 REM (c) A.SINGH '87
   3 REM
  10 CLEAR 65535
  20 LET t=0: LET w=0
  25 FOR f=64000 TO 64015
  30 READ a: POKE f,a
  35 LET t=t+w*a: LET w=w+1
  40 NEXT f
  45 IF t<>18004 THEN  PRINT "ER
ROR IN DATA": STOP
  50 DATA 62,201,50,52,242,205
  60 DATA 3,242,62,36,50,253
  70 DATA 193,195,152,184
 100 PRINT AT 10,3;"START 'STREE
T HASSLE' TAPE"
 110 LOAD ""CODE
 120 RANDOMIZE USR 64000
```

FREDDY HARDEST (Part 1)

Type in this listing, Run it and then load in your game tape as usual. It will render all of the aliens completely harmless




```
   1 REM FREDDY HARDEST Pt.1
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 45000
  10 LET t=0: LET w=0
  15 FOR f=32768 TO 32919
  20 READ a: POKE f,a
  25 LET t=t+w*a: LET w=w+1
  30 NEXT f
  40 IF t<>1360867 THEN  PRINT "
ERROR IN DATA": STOP
  50 PRINT AT 10,0;"START 'FREDD
Y HARDEST pt.1' TAPE"
  60 LOAD ""CODE
  70 RANDOMIZE USR 32768
 100 DATA 221,33,134,128,217,6
 105 DATA 6,217,221,110,0,221
 110 DATA 102,1,221,78,2,6,0,17
 115 DATA 0,125,237,176,33,107
 120 DATA 128,1,7,0,237,176,30
 125 DATA 231,195,0,125,221,35
 130 DATA 221,35,221,35,217,16
 135 DATA 217,217,33,119,232,17
 140 DATA 167,251,1,30,3,237,176
 145 DATA 33,0,200,34,189,254
 150 DATA 62,195,50,197,254,33
 155 DATA 78,128,34,198,254,195
 160 DATA 169,254,33,0,200,17
 165 DATA 197,254,1,11,1,237,176
 170 DATA 175,50,64,255,33,113
 175 DATA 128,17,217,254,1,22,0
 180 DATA 237,176,195,197,254
 185 DATA 49,177,175,195,37,128
 190 DATA 253,33,58,92,237,86
 195 DATA 33,88,39,217,62,24,50
 200 DATA 5,244,49,223,96,195,0
 205 DATA 91,18,224,16,34,224,36
 210 DATA 114,224,12,126,224,14
 215 DATA 140,224,25,176,224,13
```

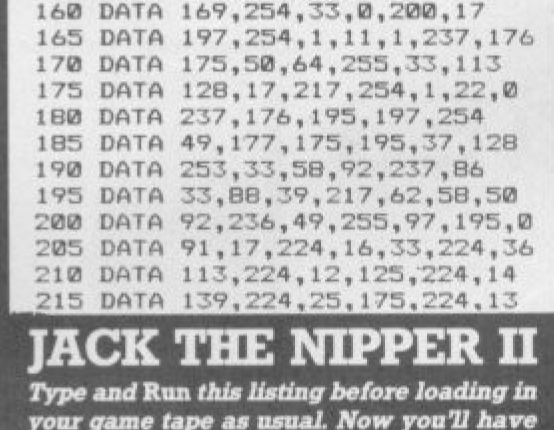
FREDDY HARDEST (Part 2)

Follow the same procedure as Part 1 but this time you've got infinite lives

```
   1 REM FREDDY HARDEST Pt.2
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 45000
  10 LET t=0: LET w=0
  15 FOR f=32768 TO 32919
  20 READ a: POKE f,a
  25 LET t=t+w*a: LET w=w+1
  30 NEXT f
  40 IF t<>1378438 THEN  PRINT "
ERROR IN DATA": STOP
  50 PRINT AT 10,0;"START 'FREDD
Y HARDEST pt.2' TAPE"
  60 LOAD ""CODE
  70 RANDOMIZE USR 32768
 100 DATA 221,33,134,128,217,6
 105 DATA 6,217,221,110,0,221
 110 DATA 102,1,221,78,2,6,0,17
 115 DATA 0,125,237,176,33,107
 120 DATA 128,1,7,0,237,176,30
 125 DATA 231,195,0,125,221,35
 130 DATA 221,35,221,35,217,16
 135 DATA 217,217,33,119,232,17
 140 DATA 167,251,1,30,3,237,176
 145 DATA 33,0,200,34,189,254
 150 DATA 62,195,50,197,254,33
 155 DATA 78,128,34,198,254,195
 160 DATA 169,254,33,0,200,17
 165 DATA 197,254,1,11,1,237,176
 170 DATA 175,50,64,255,33,113
 175 DATA 128,17,217,254,1,22,0
 180 DATA 237,176,195,197,254
 185 DATA 49,177,175,195,37,128
 190 DATA 253,33,58,92,237,86
 195 DATA 33,88,39,217,62,58,50
 200 DATA 92,236,49,255,97,195,0
 205 DATA 91,17,224,16,33,224,36
 210 DATA 113,224,12,125,224,14
 215 DATA 139,224,25,175,224,13
```

JACK THE NIPPER II

Type and Run this listing before loading in your game tape as usual. Now you'll have infinite lives




```
   1 REM JACK THE NIPPER 2 poke
   2 REM (c) A.SINGH '87
   3 REM
   4 BORDER 5: PAPER 5
   5 CLEAR 24575
  10 PRINT AT 10,1;"START 'JACK
THE NIPPER 2' TAPE"
  20 LOAD ""SCREEN$
  25 PRINT AT 16,0;
  30 LOAD ""CODE
  35 POKE 43251,0
  50 RANDOMIZE USR 34240
```

BALLBREAKER

Type in and Run this listing before playing in your game tape as usual from the beginning. You'll now have unlimited lives and balls (oo-er)

```
   1 REM BALLBREAKER poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 28000
   6 LET t=0: LET w=0
  10 FOR f=64000 TO 64036
  20 READ a: POKE f,a
  30 LET t=t+w*a: LET w=w+1
  35 NEXT f
  40 IF t<>75640 THEN  PRINT "ER
ROR IN DATA": STOP
  50 PRINT AT 10,4;"START 'BALLB
REAKER' TAPE"
  60 RANDOMIZE USR 64000
 100 DATA 221,33,172,253,17,63
 110 DATA 4,62,255,55,205,86,5
 120 DATA 48,241,33,24,250,34
 130 DATA 131,254,195,45,254
 140 DATA 175,50,0,140,50,64,140
 150 DATA 50,164,155,195,0,128
```

WONDERBOY

This month's requested 'oldie' chosen from the mailbag suggestions last month. Type in this listing, Run it, then load your game tape as usual. Now you'll have infinite lives

```
   1 REM WONDERBOY poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 24575
  10 PRINT AT 10,4;"START 'WONDE
RBOY' TAPE"
  20 LOAD ""CODE 65088
  25 POKE 65108,195
  30 RANDOMIZE USR 65092
  35 POKE 65114,243
  40 FOR f=28160 TO 28166
  45 READ a: POKE f,a: NEXT f
  50 DATA 175,50,58,134
  55 DATA 195,0,128
  60 POKE 65278,110
  70 RANDOMIZE USR 65114
```

CITY

A number of you have sent in requests for us to Poke particular games. We're only too happy to oblige, but since there are so many games we obviously can't Poke them all. So if you want us to Poke a particular game write in and we'll do so for the ones that get the most votes. Send your requests – together with your name and address – to Poke City, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU



ADRIAN SINGH

MYSTERY OF THE NILE

Type and Run the listing before loading in your game tape as usual. Now all the characters on your side will become invincible

```
   1 REM MYSTERY OF NILE poke
   2 REM (c) A.SINGH '87
   3 REM
   5 BORDER 0: CLEAR 65535
   6 LET t=0: LET w=0
  10 FOR f=65200 TO 65226
  15 READ a: POKE f,a
  20 LET t=t+w*a: LET w=w+1
  25 NEXT f
  30 IF t<>47619 THEN  PRINT "ER
ROR IN DATA": STOP
  35 PRINT AT 10,0;"START 'MYSTE
RY OF THE NILE' TAPE"
  40 RANDOMIZE USR 65200
  50 DATA 6,3,197,221,33,0,64
  55 DATA 17,176,190,62,255,55
  60 DATA 205,86,5,193,16,239
  65 DATA 62,17,50,175,216
  70 DATA 195,183,249
```

THUNDERCATS

Type in and Run this listing before loading in your game tape as usual. You'll now have infinite lives

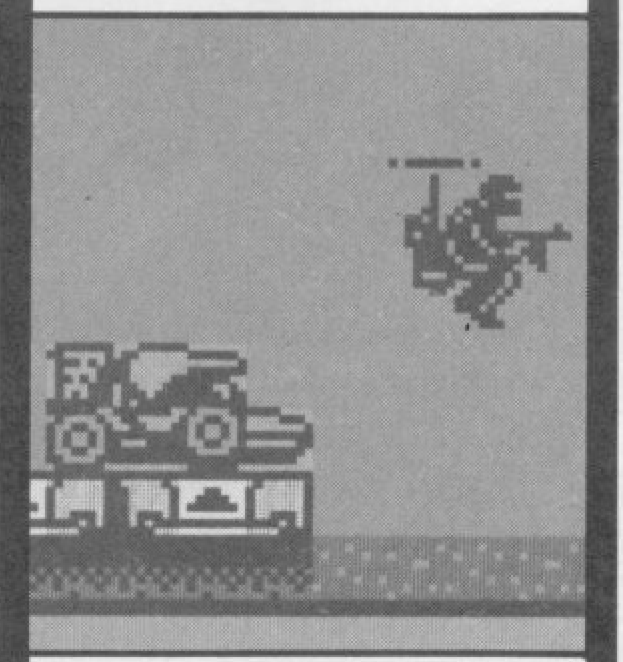
```
   1 REM THUNDERCATS poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 65535
  10 PRINT AT 10,4;"START 'THUND
ERCATS' TAPE"
  15 LOAD ""CODE
  20 POKE 62051,201
  25 RANDOMIZE USR 62040
  30 POKE 32876,0
  35 POKE 32877,250
  45 FOR f=64000 TO 64013
  50 READ a: POKE f,a: NEXT f
  55 DATA 49,0,0,205,86,5
  60 DATA 62,36,50,156,122
  65 DATA 195,102,242
  70 RANDOMIZE USR 32817
```

ACTION FORCE

Type and Run the listing before loading in your game tape as usual. Then you'll be able to choose from:

- ***Invincibility from airborne objects***
- ***The ability to enter the water and not drown***
- ***The jeep not blowing up when you shoot it accidentally***
- ***Unlimited fuel supply***

```
   1 REM ACTION FORCE poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 25659
   6 LET t=0: LET w=0
  20 GO SUB 200
  30 INPUT "INVINCIBLE TO AIRBOU
RNE OBJECTS (y/n)>";a$
  35 IF a$="Y" OR a$="y" THEN  P
OKE 65033,201
  40 INPUT "CAN'T DROWN (y/n)>";
a$
  45 IF a$="Y" OR a$="y" THEN  P
OKE 65038,201
  50 INPUT "JEEP DON'T BLOW UP (
y/n)>";a$
  55 IF a$="Y" OR a$="y" THEN  P
OKE 65025,33
  60 INPUT "UNLIMITED FUEL (y/n)
>";a$
  65 IF a$="Y" OR a$="y" THEN  P
OKE 65043,58
 100 PRINT AT 10,3;"START 'ACTIO
N FORCE' TAPE"
 110 RANDOMIZE USR 65000
 200 FOR f=65000 TO 65049
 210 READ a: POKE f,a
 220 LET t=t+w*a: LET w=w+1
 230 NEXT f
 240 IF t<>141380 THEN  PRINT "E
RROR IN DATA": STOP
 245 RETURN
 250 DATA 221,33,170,254,17,131
 255 DATA 2,62,255,55,205,86,5
 260 DATA 48,241,33,0,254,34,28
 265 DATA 255,195,0,255,62,202
 270 DATA 50,242,197,50,147,198
 275 DATA 62,42,50,14,195,62,58
 280 DATA 50,196,200,62,50,50
 285 DATA 157,194,195,0,192
```



OOOPHS!

POKE CARD 34 – CURSE OF SHERWOOD

OK, so there had to be one, didn't there? Between computer and our dot-matrix printer the gremlins got at all of the cards numbered 34. Don't panic. In order to make the Poke work, change line 25 to read:

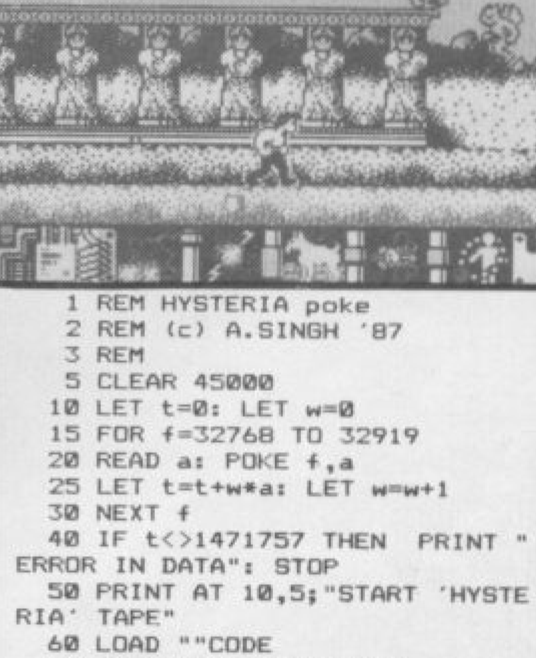
25 NEXT f

And delete Line 40

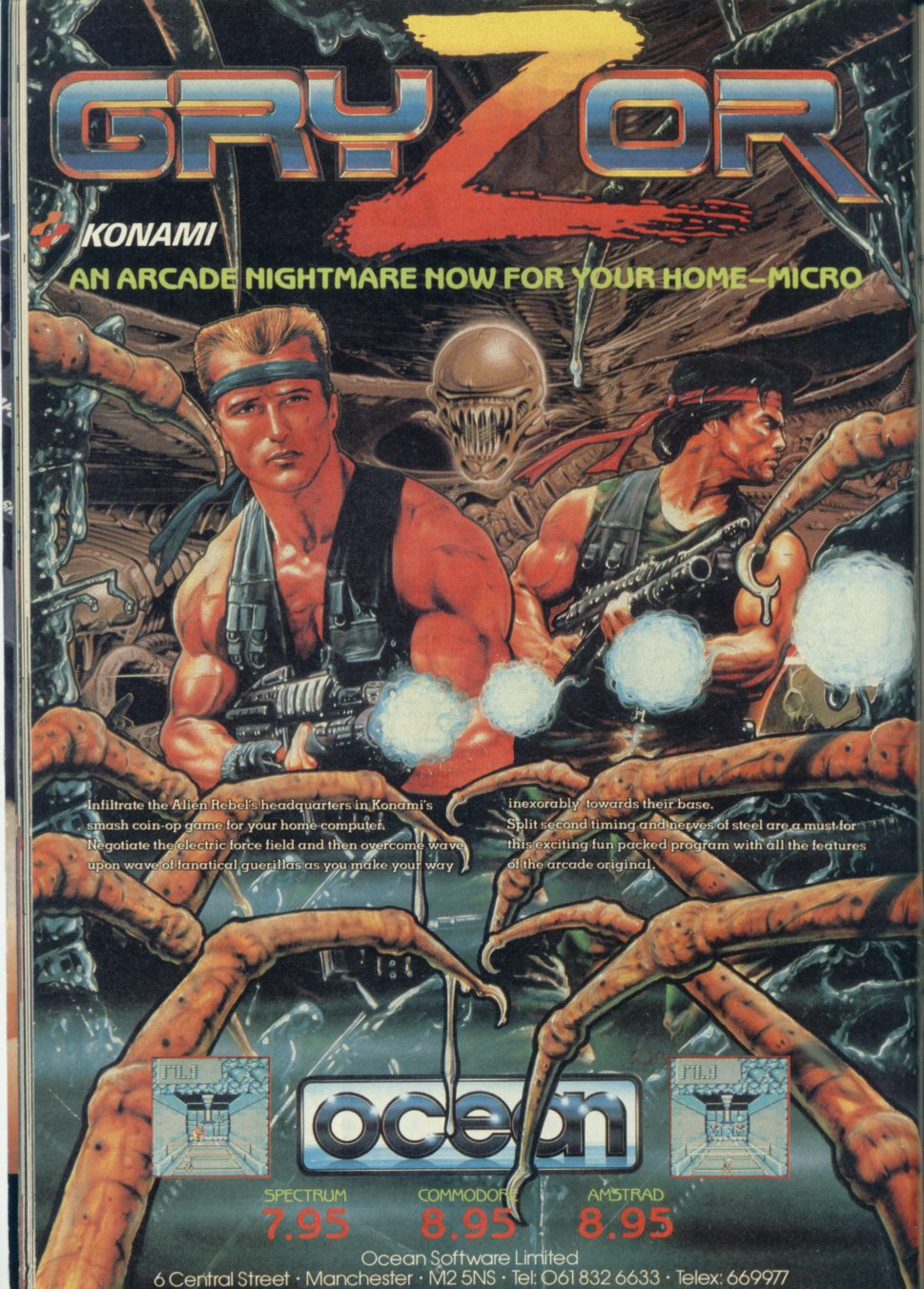
Sorry!

HYSTERIA

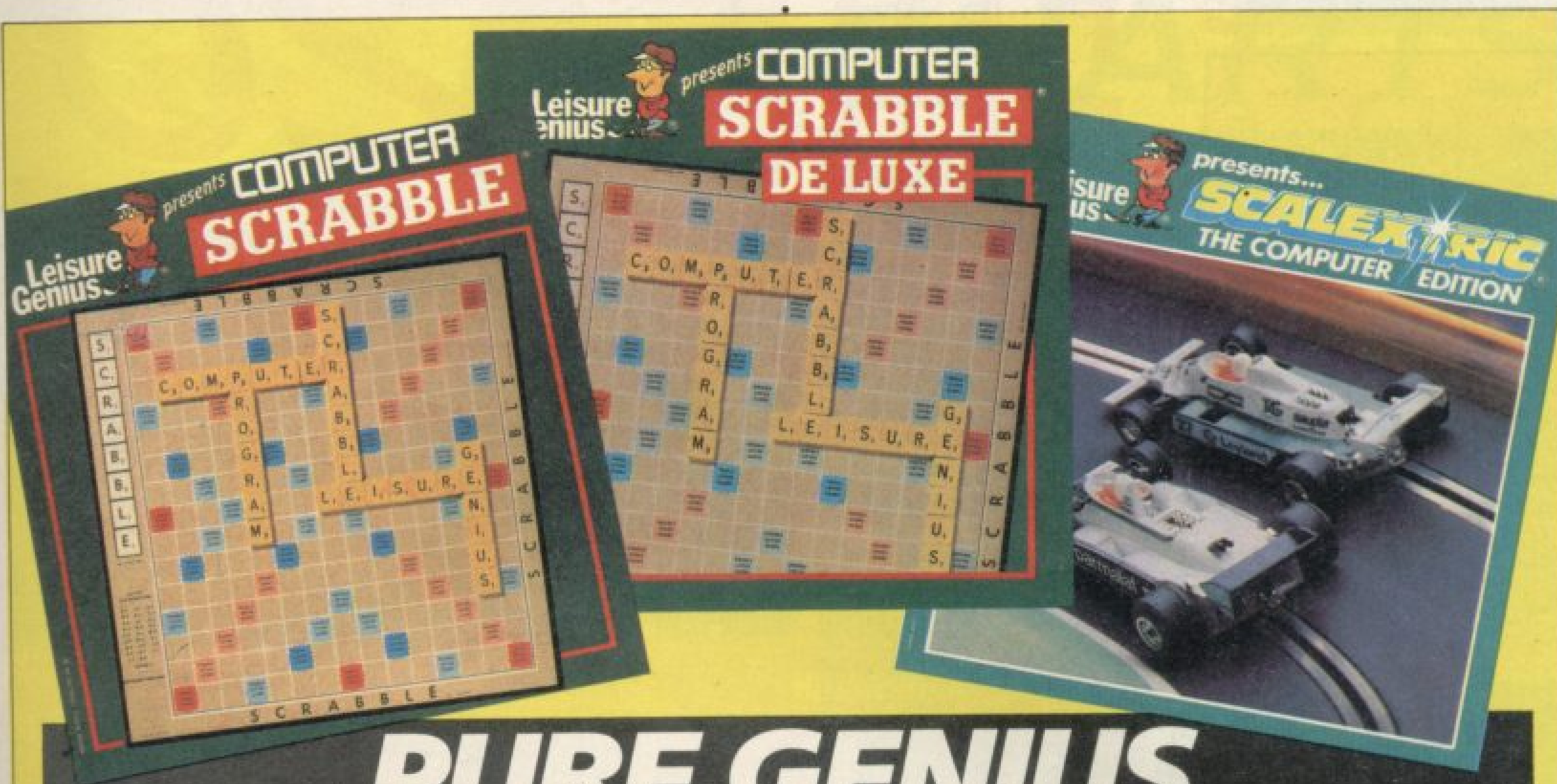
Talk about a megapoke! You've got infinite flying power, unlimited shield strength and invincibility to boot! Type in the listing, Run it, then load your game tape as usual



```
   1 REM HYSTERIA poke
   2 REM (c) A.SINGH '87
   3 REM
   5 CLEAR 45000
  10 LET t=0: LET w=0
  15 FOR f=32768 TO 32919
  20 READ a: POKE f,a
  25 LET t=t+w*a: LET w=w+1
  30 NEXT f
  40 IF t<>1471757 THEN  PRINT "
ERROR IN DATA": STOP
  50 PRINT AT 10,5;"START 'HYSTE
RIA' TAPE"
  60 LOAD ""CODE
  70 RANDOMIZE USR 32768
 100 DATA 221,33,134,128,217,6
 105 DATA 6,217,221,110,0,221
 110 DATA 102,1,221,78,2,6,0,17
 115 DATA 0,125,237,176,33,107
 120 DATA 128,1,7,0,237,176,30
 125 DATA 231,195,0,125,221,35
 130 DATA 221,35,221,35,217,16
 135 DATA 217,217,33,229,232,17
 140 DATA 173,251,1,24,3,237,176
 145 DATA 33,0,200,34,189,254
 150 DATA 62,195,50,197,254,33
 155 DATA 78,128,34,198,254,195
 160 DATA 169,254,33,0,200,17
 165 DATA 197,254,1,11,1,237,176
 170 DATA 175,50,64,255,33,113
 175 DATA 128,17,217,254,1,22,0
 180 DATA 237,176,195,197,254,49
 185 DATA 177,175,195,37,128,253
 190 DATA 33,58,92,237,86,33,88
 195 DATA 39,217,62,201,50,163
 200 DATA 169,49,255,98,195,0,91
 205 DATA 183,224,16,199,224,24
 210 DATA 225,224,12,237,224,14
 215 DATA 251,224,25,31,225,11
```



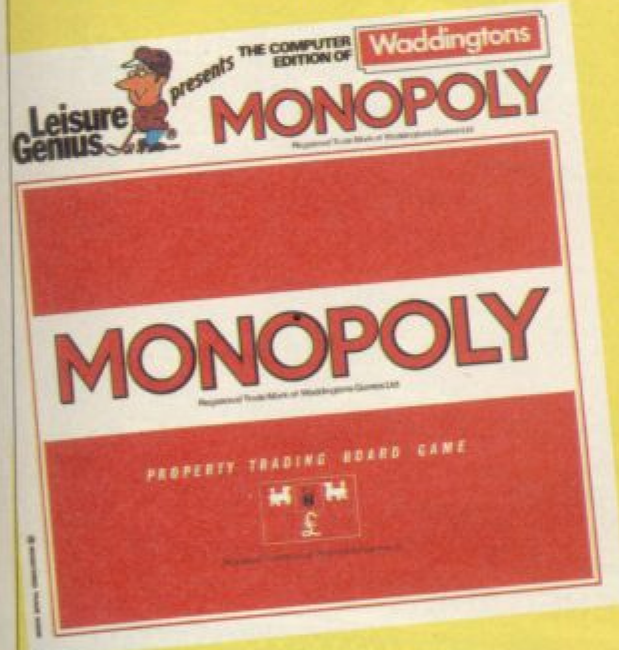
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PURE GENIUS

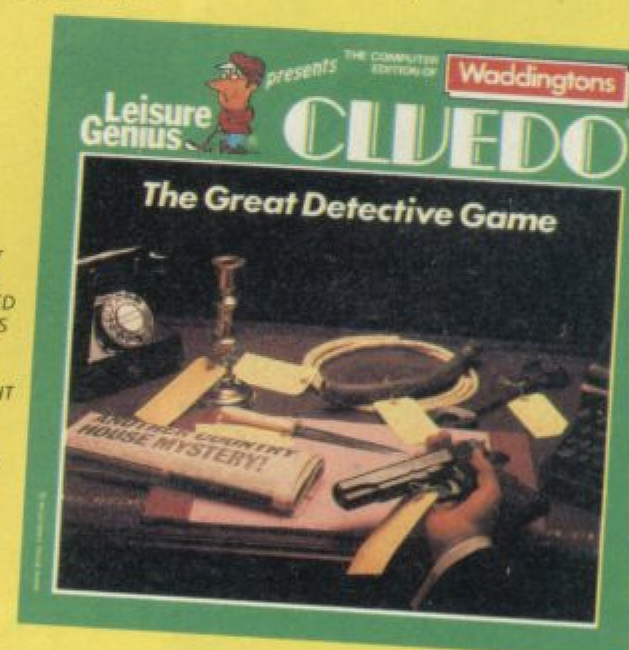
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Spectrum 128/+2/+3	A	–	A	–	A	–	A	–	B	E
Amstrad CPC 464	A	C	A	D	A	D	A	D	–	–
Amstrad CPC 6128	A	D	A	D	A	D	A	D	–	E
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Sinclair QL	–	–	–	–	–	–	(m/d)	D	–	–
Einstein	–	E	–	E	–	–	–	E	–	–
Atari ST	–	–	–	–	–	–	–	–	–	H

A = £9.95 B = £10.95 C = £12.95 D = £14.95 E = £15.95 F = £19.95 G = £24.95 H = Coming 1988!

HOT
FULL PRICE

Two from Gremlin in the top one hundred this month, MASK and Convoy Raider have hoved into view. Watch out too for Super Sprint, well received here in the SU offices, and the amazing 720°. Sure fire winners, climbing up the chart



▲ HOT: MASK



▲HOT: CONVOY RAIDER

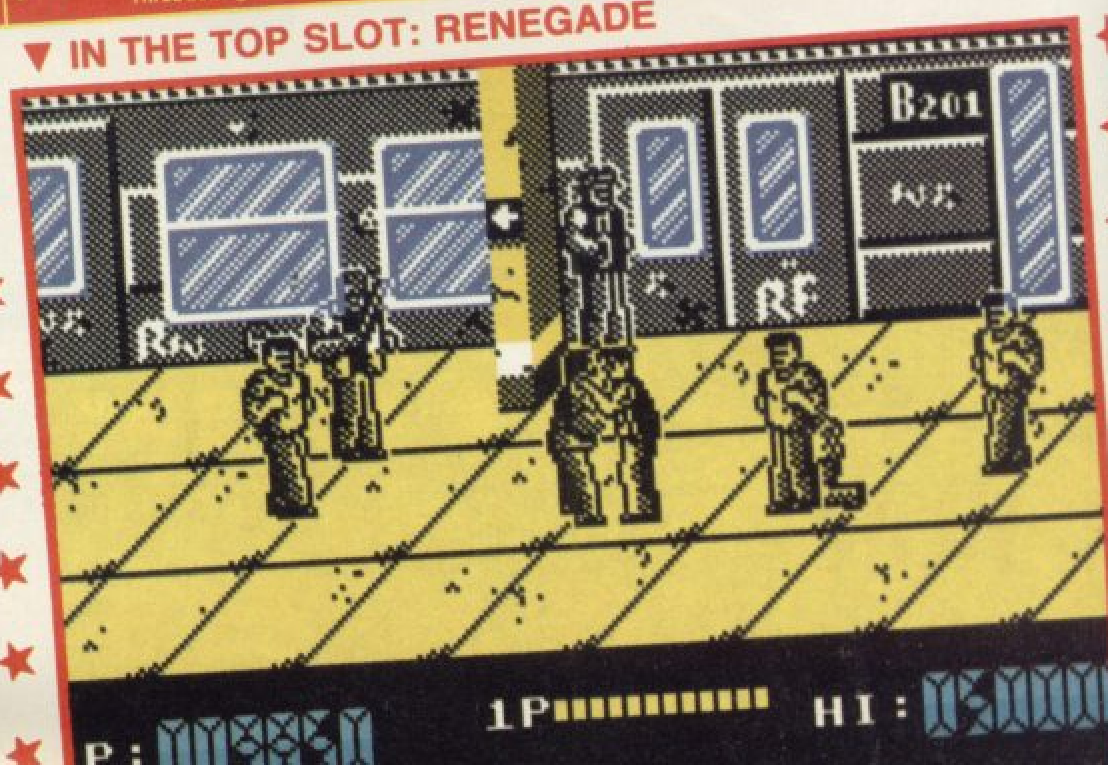


▲ HOT: 720°

FULL PRICE 20

Pos	Last	Title	Comment		Publisher	Price	Stars
1	NEW	RENEGADE	Violent, beautifully animated conversion		IMAGINE	£8.95	8 STARS
2	NEW	TAI PAN	Perhaps the first real 128K game, a mixture of trading and arcading		OCEAN	£7.95	9 STARS
3	NEW	INDIANA JONES	Excellent conversion. Some quibbles, basically highly recommended		US GOLD	£8.99	9 STARS
4	NEW!	BUBBLE BOBBLE	Nauseating cute conversion – horribly addictive		FIREBIRD	£7.95	8 STARS
5	(1)	EXOLON	Superb. The best game for ages	CLASSIC	HEWSON	£7.95	10 STARS
6	(2)	ROAD RUNNER	Straightforward chase game – let down by small graphics		US GOLD	£9.95	7 STARS
7	(5)	BARBARIAN	Top quality combat program. An essential program		PALACE	£9.99	10 STARS
8	(9)	PAPERBOY	Excellent conversion from the coin-op hit. Great		ELITE	£7.95	10 STARS
9	NEW	MERCENARY	Mix of vector graphics and 3D maze. Well worth the wait		NOVAGEN	£9.95	8 STARS
10	(14)	F-15 STRIKE EAGLE	Emphasis is firmly on simulation – not gameplay		MICROPROSE	£9.99	6 STARS
11	(16)	SIX PAK	Top value mix of oldies and one newie – varies from good to bad		HIT PAK	£9.95	9 STARS
12	(8)	ENDURO RACER	Puts the others to shame. A new standard for arcade conversions		ACTIVISION	£7.95	10 STARS
13	(6)	LEADERBOARD	Deserves to take the simulation market by storm	CLASSIC	US GOLD	£9.95	10 STARS
14	(4)	WIZBALL	Strangely wonderful arcade game – splendid graphics too	CLASSIC	OCEAN	£7.95	10 STARS
15	(6)	GAME OVER	Flip screen game that fails to captivate		IMAGINE	£7.95	5 STARS
16	(10)	ARMY MOVES	Highly violent and very morally unsound		IMAGINE	£7.95	10 STARS
17	(11)	DEATH WISH III	Outrageously violent with occasional touches of humour		GREMLIN	£7.95	7 STARS
18	(18)	VULCAN	Has to be a classic for any wargamer	CLASSIC	CCS	£9.95	10 STARS
19	(7)	LIVING DAYLIGHTS	Better than View to a Kill – compendium of eight goodish short games		DOMARK	£9.95	7 STARS
20	(19)	COIN-OP CLASSICS	Three solid gold conversions at a knock-down price		US GOLD	£9.95	9 STARS

▼ IN THE TOP SLOT: RENEGADE



SU CHARTS

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ARCADE

1	RENEGADE	IMAGINE
2	JOE BLADE	PLAYERS
3	BACK TO THE FUTURE	FIREBIRD
4	TAI PAN	OCEAN
5	INDIANA JONES AND THE TEMPLE OF DOOM	US GOLD

ADVENTURE

1	DEAD OR ALIVE	ALTERNATIVE
2	GHOST HUNTERS	CODE MASTERS
3	VAMPIRE	CODE MASTERS
4	FEUD	MASTERTRONIC
5	AGENT X	MASTERTRONIC

SIMULATION

1	ATV SIMULATOR	CODE MASTERS
2	GRAND PRIX SIMULATOR	CODE MASTERS
3	SOCCER BOSS	ALTERNATIVE
4	BMX SIMULATOR	CODE MASTERS
5	OLYMPIC SPECTACULAR	ALTERNATIVE

BUDGET 10

1	(3)	**ATV SIMULATOR** Cheap and friendly little simulator . . . Not brill, but OK	CODE MASTERS £1.99	6 STARS
2	NEW!	**JOE BLADE** A game with elements to please all – deserves to go down a treat	PLAYERS £1.99	8 STARS
3	NEW!	**GRAND PRIX SIMULATOR** Superb follow-up to BMX Simulator, reminiscent of Super Sprint	CODE MASTERS £1.99	8 STARS
4	NEW	**SOCCER BOSS** Really awful rival for Football Manager. Don't even think about it	ALTERNATIVE £1.99	1 STAR
5	(2)	**BACK TO THE FUTURE** Budget re-release, good for 5 or 6 minutes	FIREBIRD £1.99	4 STARS
6	NEW!	**DIZZY** Run of the mill budget runny-jumper. Nicely drawn graphics, and bearable action	CODE MASTERS £1.99	6 STARS
7	(1)	**RUN FOR GOLD** 3D running game – looks good but gets tedious	ALTERNATIVE £1.99	6 STARS
8	(4)	**BMX SIMULATOR** It's a genuine simulation – a biker's paradise with smooth slippery action	CODE MASTERS £1.99	10 STARS
9	NEW!	**INTERNATIONAL KARATE** Re-released old-timer karate affair. Reasonably competent and good value	ENDURANCE £2.99	7 STARS
10	(6)	**OLYMPIC SPECTACULAR** Aging and tedious multi-sports simulator. Tosh	ALTERNATIVE £1.99	3 STARS

▼ IN THE TOP SLOT: ATV SIMULATOR



HOT BUDGET

Coming into the top twenty from absolutely nowhere at all is Fruit Machine Simulator from Code Masters (and I bet no one ever wins at that). Closely followed by Pro Ski Simulator from the same stable. Look out for Uchi-Mata from Alternative too



HOT: PRO SKI ▲



▲ HOT: FRUIT MACHINE SIMULATOR

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Screens as seen on Commodore 64

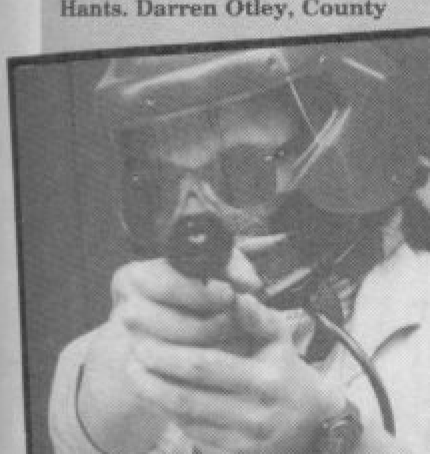
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EPYX®

WINNERS

GOING UNDER

Remember Micronaut One? Absolutely mega brilliant, nay, Classic game from Nexus? And totally wonderful Swat Compo wot we ran? And the stependous prizes including a Photon Lazer Blaster that really works so long as you put the right sized batteries in? It's here, the answer, and the winners, and the answer, of course, was A, it was Jim! And here are the winners . . .
Overall Winner:
Mary Goodwin, Co Tyrone, Northern Ireland
Twenty five runners up, who each take a copy of the game: Stuart Hughes, Rhondda, Mid Glamorgan. A MacLellan, Maastricht, Holland. Colin Graham, Lanarkshire, Scotland. Martin Payne, Portsmouth, Hants. Darren Otley, County



Down, Northern Ireland. B J Graham, Southwick, Sunderland. Miss R A Soloman, Chiswick, London. Mark Bennett, Burcross, Sheffield. Noel Keir, Sleaford, Lincs. Stephen Skelton, Deal, Kent. Ali Brown, Buntingford, Herts. Andrew Bunton, Northborough, Peterborough, Cambs. Paul Ridley, Ipswich, Suffolk. Ian Laithwaite, Nr Wigan, Lancs. Omar Aysha, Cairo, Egypt. Jeremy Gregg, Hull. Neil Sorrell, Brighton, E Sussex. Edward Browning, Maidstone, Kent. Richard Hibbert, Stalybridge, Cheshire. Matt Stirling, Southend on Sea, Essex. K Fell, Moray, Scotland. Jason Morrison, County Armagh, Northern Ireland. Paul Dean, Stowmarket, Suffolk. Iain Ashman, Luton, Beds.



WARLOCK WINNERS

If you were one of those people who took in all that mindless drivel about walls, and entered the Nemesis the Warlock Compo in July, or even if you're one of those people who thought "What complete and utter tosh," but entered anyway, here are the results. The answer was A.
The overall winner, and recipient of the superb Nemesis artwork was Philip James of Sunningdale in Berkshire. And the following 50 lucky cusses will take away a Nemesis the Warlock T-shirt:
Paul and Gelnn Gibney, Carrickfergus, Co Antrim. Ben Dick, Loxwood, West Sussex. Mark Bruce, Loughton, Essex. Benjamin Henley, Hopewood, Worcs. John Gray, Near Royston, Hertfordshire. Russell Chambers, Rotherham, S Yorks. Ian Doggett, Kirton, Ipswich. Martin Payne, Portsmouth, Hants. J K Marston, Wimborne, Dorset. Matt Glasstone, Sale, Cheshire. David Handon, Nelson, Lancs. Mark Bristow, Huntingdon, Cambs. Haroon Rashio, Leytonstone, London. Tony Murphy, Killarney, Co Kerry. Terry Walsh, Crosby, Liverpool. Ben Jones, Petersfield, Hants. C Calverley, Castleleigh, Hants. Gareth Clark, Ascot, Berkshire. Andrew Galway, Midlothian, Scotland. Alex Fisher, March, Cambs. Paul Smout, Upper Gournal, Dudley. Paul Bartlett, Aylesbury, Bucks. Moris Adkins, Leamington Spa, Warwickshire. Charles Charalmbous, London N1. Timoth Kapp, Southampson, Hants. Steve Lakin, Halesowen, West Midlands. Ian Palmer, Harare, Zimbabvwe. Philip Webb, Bolton, Lancs. D Major, Andover, Hants. Richard Pound, Norwich, Norfolk. Alex Watson, Romford, Essex. Christopher Pagan, Altrincham, Cheshire. Stewart Brown, Bailliston, Glasgow. John Ledwith, Basildon, Essex. Robert Wood, Godle, North Humberside. Christopher Stanners, Dinnington, Newcastle upon Tyne. Marc Oldale, Cobham, Surrey. Garry Saxton, Thorpe Bay, Essex. David Coverley, Redcar, Cleveland. Gary Parkinson, Law Hitton, Launceston. James Kuick Ren Yuan, Penang, West Malaysia. Robert Strock, Bellshill. S C Sistern, Deeping St James, Peterborough. Adrian Thorpe, Doncaster, South Yorks. Jamie Wallace, Tonbridge Wells, Kent. Robert McCallum, Greenock, Scotland. Alastair Cushion, Bodmin, Cornwall. Jean-Luc Bernandi, Ealing, London. Alan Craig Hardcastle, Kendray, Barnsley. A Humes, Altrincham, Cheshire.
Not to mention the 30 who'll be playing Nemesis the Warlock until the little green men come home:
Nathaniel Read, Chorlton-Cum-Hardy, Manchester. Brian Perkins, Lee on Solent, Hants. Andrew Carr, Hornsey, London. Christopher Lawson, Carnforth, Lancs. Bryan Else, Alvaston, Derby. Guy Keough, Blackburn, Lancs. Ben Mamott, Sheffield, South Yorks. John Coolin, Long Eaton, Nottingham. James Freshwater, Codsall, Staffs. Jonathan Oxley, Attenborough, Notts. Anthony Raymond Giles, Taunton, Somerset. Mark Watkins, Amersham, Bucks. R Gallacher, Colchester, Essex. J M Davies, Mansfield, Notts. Paul Drew, Cowbridge, South Glamorgan. Nigel Parsons, Cardiff, Jason Hughes, Clywd, North Wales. Norman Bennett, Fortwilliam, Scotland. Michael Sobin, Chelmsford, Essex. M King, Alvington, Gloucestershire. James Veale, Bromsgrove, Worcs. Tor Horald Naevdal, Kleppesto, Norway. Daniel Hartley, Rotherham, South Yorks. Richard Baskerville, Mold Clywd, North Wales. Patrick Hussain, Newport, Gwent. Matthew Huddleston, Selly Oak, Birmingham. John Curran, Little Sutton, South Wirral. Paul Jones, Higher Walton, Preston, Lancs. Gavin Erland, Abington Vale, Northampton.

TOOLING UP(?)

Sinclair User offered you a piece of invaluable protection in July, with the Not-quite-in-perfect-working-order-just-as-well-actually Thompson sub-machine gun competition. And thirty one people are going to feel a lot safer at nights, thanks to these competition results printed below: The answers were (b) booze, (d) drinking club, (c) shoes. First out of the fedora was C Fiore of Sheerness, Isle of Sheppey, Kent, and he takes away the strictly ornamental weapon.
The following ten people get T-shirts of a **Prohibition** nature, courtesy of Infogrames:
M Williamson, Sleaford. L Saunders, Pugeley, Staffs. C Van Asma, Byfleet, Surrey. L Hudson, Bangor, Co Down. N Richardson, Sutton, Surrey. R Wigley, Duffield. R Shaddick, Barnstaple, North Devon. R Cavill, Dewsbury, West Yorkshire. R Gallagher, Colchester, Essex.
And these twenty get a copy of Infogrames' **Prohibition**, which was the whole point of the compo in the first place:



D Morgan, Skelmersdale, Lancs. C Clark, Woodfordbridge. P Montgomery, County Antrim, Northern Ireland. P Armstrong, Tooting, London. M D Dennett, Frotwilliam, Scotland. N Parsons, Cardiff. Mr Farrow, Enfield, Middlesex. M Seenan, Lanarkshire. B Bradley, Tikestew, Derbyshire. Mr Sunderland, London. H W Henley, Luton. R McManus, Irvine, Ayreshire. M Hardwick, Warley. S McNeil, Co Armagh, Northern Ireland. G Barnshaw, Runcorn, Cheshire. J Hill, Walsgrave, Coventry. J G Williams, Penycae, Swansea. C Kaye, Bromborough. Wirral. B Mosquera, Heywood, Lancs. K Bartlett, Hayes, Middlesex.

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THUNDERCEPTOR

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TWILIGHT ZONE

HEADSTART

ARCADE Label: **Bug Byte** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Bad sprite collision detection, frustrating gameplay and poor graphics make this pretty disappointing

Ivan Mop is in trouble. Well, wouldn't you be with a name like that. His alter ego, imaginatively named Ivan 2 has separated from his body and gone to live on his own. Ivan isn't too happy about this and wants him back. To do this he has to get through the various screens to the recombination chamber. I warn you now, this is not easy. Don't get me wrong, the screens themselves are easy, it's just the level of play that makes it hard. The positioning of your character is sometimes frustratingly hard to get right. For instance, if you stray to within 1 character block of the edge of a platform, you fall off, regardless of direction of travel. Also, to pull a bolt or switch, you have to stand slightly away from it facing the opposite direction. At least that's what I found. In short, the collision detection is terrible.

If it gets into the top 100 games, I'll eat my granny■

★☆☆☆☆☆☆☆☆☆ **1**

RIGEL'S REVENGE

ADVENTURE Label: **Bulldog** Price: **£2.99** Memory: **48K/128K** Joystick: **none** Reviewer: **Tony Dillon**

Frequently dull and poorly designed text adventure with some average interactive graphics

I've been ordered upon pain of death to make this short, so here goes. A couple of geezers called 'Arper and Elliot have joined some rebels, ryte, and they meet in this slum area, and then wouldn't you just believe it, a bomb goes off killing one of 'em. Don't it always just happen, eh. So, this 'Arper fellar 'as to go on ahead and blow up this fing called a Doomsday Device. So, off he sets, and guess who's controlling 'im? Yep, it's youz out there reading this.

Now, come on, honestly, it's a rotten storyline! So what do you expect the adventure to be like? Well, it's Quilled, of course, and – although it does have long descriptive pieces which are, quite frankly, a delight to see in a budget adventure – the playability ranges from the impossibly easy to the pretty damned hard.

I didn't enjoy this at all and if you're looking for a decent adventure – look elsewhere■

★★★☆☆☆☆☆☆☆ **3**

CRIBBAGE

SIMULATION Program: **Six Card Cribbage** Label: **Esem Software** Price: **£6.95** Memory: **48K/128K** Joystick: **none** Reviewer: **Jason Roseaman**

Nothing amazing visually – definitely one for hard-core cribbage fans only

After swiftly gathering that Cribbage is just Pontoon with complicated bits, I quickly got the hang of this game. The basic idea is to lay cards down in an order which brings them to under 21 without one player busting.

The screen layout isn't too bad but colour is rather limited to the cards. The glaring green background is supposed to be a baize table, I think, but it actually looks more like a bowling green.

This is one for the hard core card game freaks only■

★★★★☆☆☆☆☆☆ **4**

JETPAC

ARCADE Label: **Ricochet** Price: **£1.99** Author: **Ultimate** Memory: **48K/128K** Joystick: **Kempston** Reviewer: **Jason Roseaman**

A classic blast from the past that perhaps has no place alongside today's shoot 'em ups

Oh boy. We really are going back to the dawn of time with this one. Jetpac was first released by Ultimate in the days when Ultimate was the undisputed king of Spectrum software.

The basic idea is to collect the various bits of spaceship scattered around the first screen and from then on collect enough fuel pods to achieve lift off and get to the next level. Trouble is, you must get the stuff whilst dodging hoards of aliens that bounce about wildly.

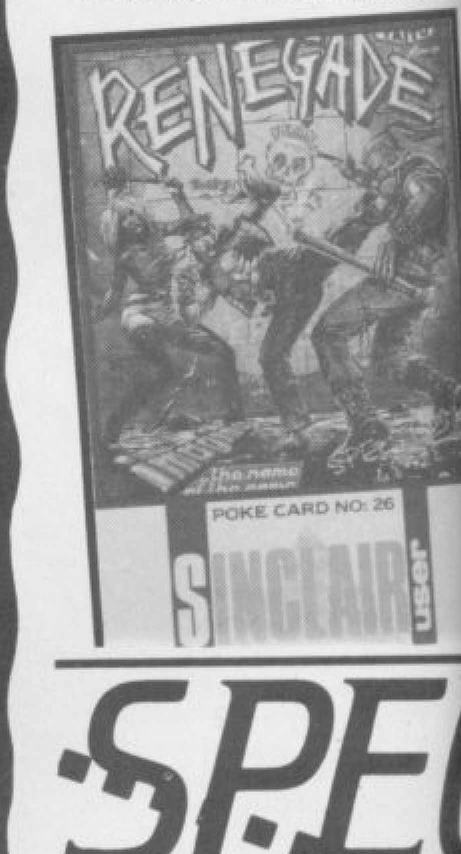
You will soon realise that there isn't actually much gameplay in this ancient shoot 'em up but even as old as Jetpac is, it still retains some of its original addictiveness.■

★★★★★★☆☆☆☆ **6**

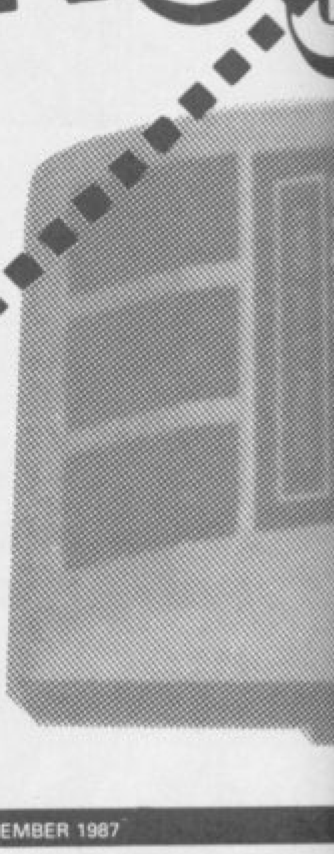
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You've read the book, you've seen the film – now get the Poke Card! Yoh. Due to absurd generosity, SU is giving away yet more fabby, brilliant, amazing, macaroni POKE CARDS!!!!

Last month there were ten of these triumphs of paper technology, strapped neatly to the front of the magazine. This month we're



SPEC... MO...



Pokes Free

ALL POKES CREATED BY ADRIAN SINGH



going to tell you how to get the ten you haven't seen yet, absolutely free, gratis, and for nothing. You'll need last month's mag, a pen (in good working order), glue, scissors, string, two toilet roll inner tubes, two stamps, two envelopes, a packet of chocolate digestives and some double sided sticky tape for speed.

First: Carefully cut Coupon 1 out from page 27 of last month's issue, using the scissors.

Second: Stick Coupon 1 to convenient space on this page, just down there, using the glue.

Third: Eat half the biscuits for sustenance.

Fourth: Tick the boxes on the coupon indicating the poke cards that you want us to supply, free, gratis, and for nothing, save the price of the stamp.

Fifth: Put your name and address on the spare envelope, stick the spare stamp to said envelope, using a good sized lick.

Sixth: Place coupon and spare, stamped addressed envelope in another envelope, add another stamp, and send the whole lot off to: Poke Cards, 14 Holkham Road, Holkham, Orton, Peterborough PE62 0UF.

Seventh: Eat the rest of the biscuits for sheer piggery.

Eighth: Make yourself a pair of binoculars out of the toilet rolls, and wait 28 days for the postman to arrive with your Poke Cards.

Ninth: Now you can cheat at lots of brill games.

DON'T FORGET!!!!! If you don't enclose an S.A.E., you won't get your Poke Cards, because we won't know where to send them. And if you don't cut out Coupon 1 from last month. we just won't send them at all!

CHOOSE YOUR POKE! Look at the list below to see which cards you want, but do not have. Then tick the appropriate boxes.

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CIAL OFFER

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Have we got a load of balls for you! These balls are sitting all shiny smooth and ergonomic at the heart of the Digimouse a totally wonderful high quality ultra sophisticated personal computer interface equally suitable for quite serious and not at all serious things.

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THE PACKAGE

For your money [yeah we'll get to how much in a minute] you get the Digimouse, suitable interface for Spectrum and Grafix design software package.

GRAFIX

A powerful art package with sophisticated features for drawing, filling, and magnifying detail for fine work. Text can be incorporated on to the design and when completed the whole thing can be saved on tape or Microdrive.

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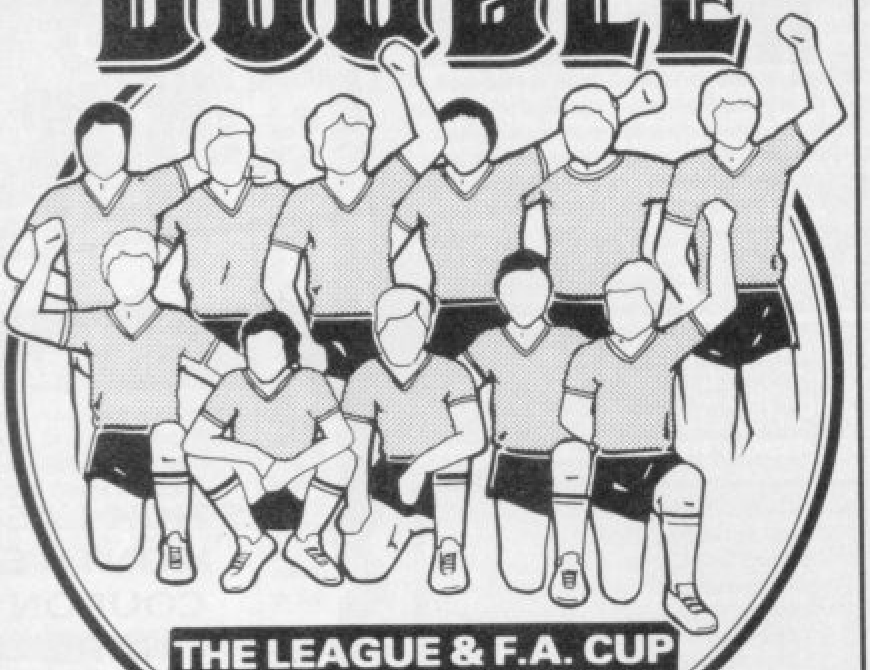
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Now cut out the coupon and send it along with your cheque to: Mouse Offer, Sinclair User, 14 Holkham Road, Orton Southgate, Peterborough PE2 0UF. Please allow 28 days for delivery. Offer closes Dec 31, 1987.

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THE DOUBLE



THE LEAGUE & F.A. CUP

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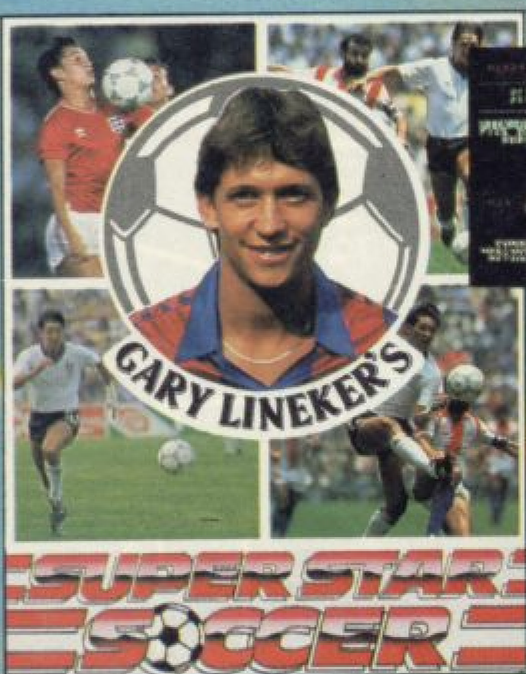


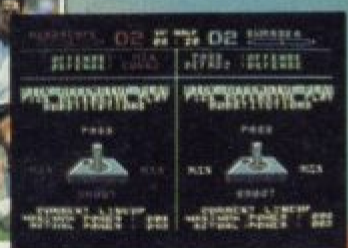
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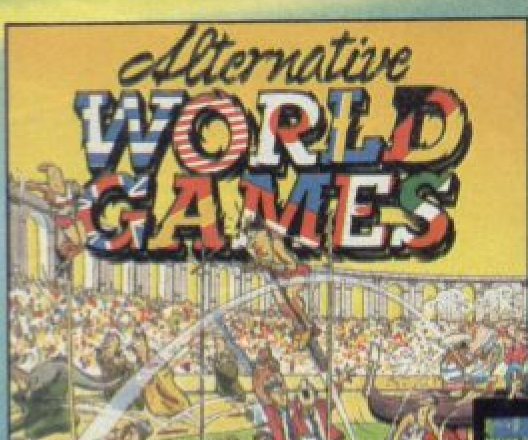




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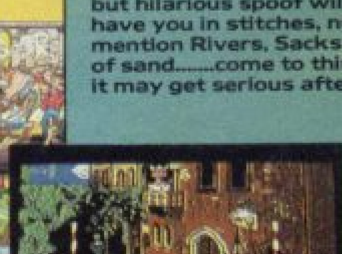
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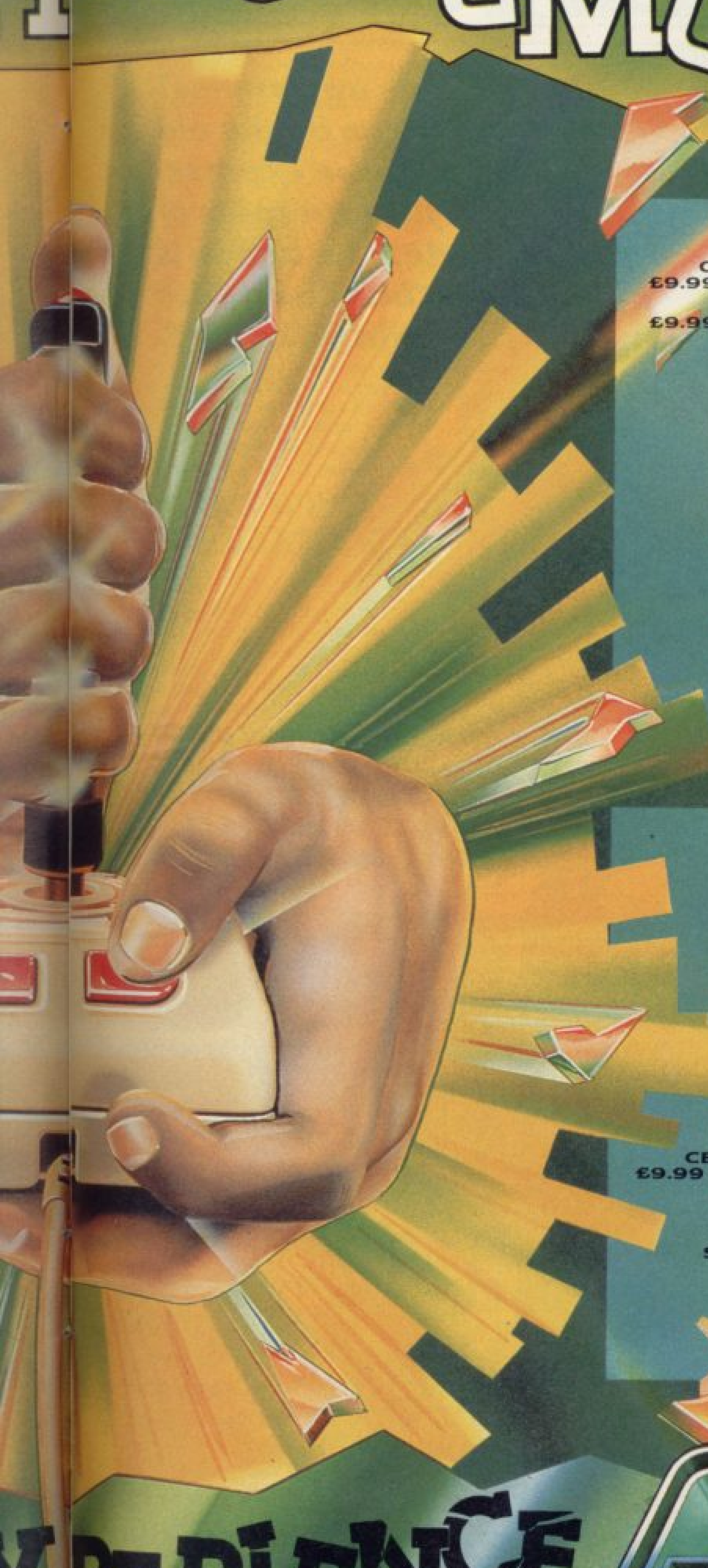


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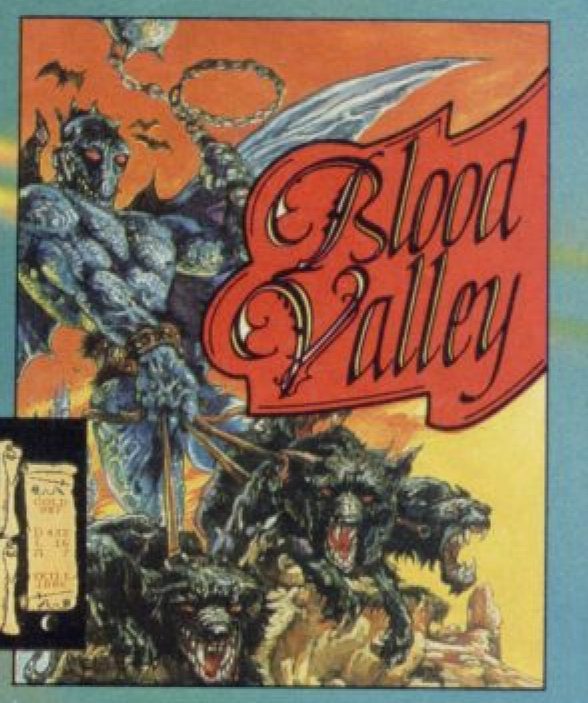


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BLOOD VALLEY

Archveult the hideous and mighty leader of the Firedrake has decreed that you must be hunted down like an animal and brought to sentence. Your only chance of survival is to escape the valley. Do you have the will and resourcefulness to succeed not only against your opponent but the creatures and eerie beings of the fantasy world of Orb as well. Based on the Duelmaster series of fantasy books by Mark Smith and Jamie Thompson, authors of The Way of the Tiger.



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COMPETITION

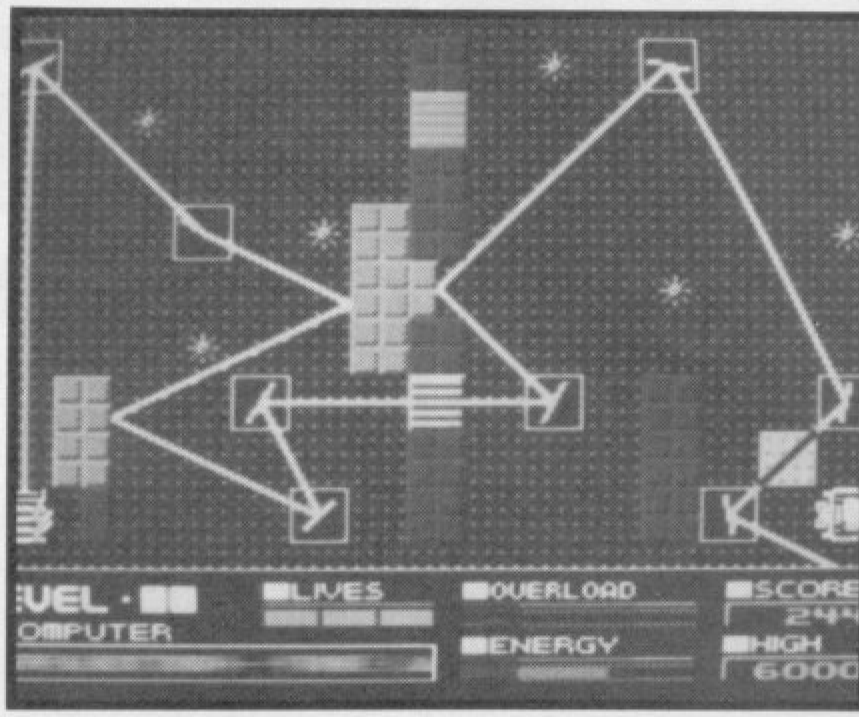
DEFLEKTOR

Is your life out of focus? Can't see your way clear? Tired of optical gags? What you need is a telescope.

Yes, astronomy, gazing at the stars, wearing funny clothes, screwing up your eyes oddly, speaking in a squeaky voice and calling yourself Patrick is what all the hippest people are doing these days*. And because we want you to keep up with the times and set the pace for fast living, we're going to give away a brilliant, ultra-powerful telescope to a lucky reader.

The telescope in question comes in a smart red and chrome design (so tasteful), and has spillions of features like a 200x magnification and 50mm objective lens. Not to mention a diagonal prism for in-viewing comfort. Like the sound of it? Then read on.

The reason for this amazing generosity? **Deflektor** from Gremlin. The game with laser beams, mirrors and the odd angle of deflection or refraction or whatnot. What better prize than a fabby, mega-whizzy telescope, and (wait for it, wait for it) **FIFTY** copies of the game to, well, fifty runners up really?



HERE'S WHAT YOU HAVE TO DO†:

No probs here, usual Compo entry stuff. Just answer the questions, fill in your name, address and bank account number* on the space provided, send the coupon to: Gimmee a Telescope 'Cos I Just Can't Afford the Glasses Compo, Sinclair User, Compo Mega Control, 14 Holkham Road, Orton, Peterborough PE2 0UF. First person to get it right gets the goods, and fifty other people go away to bounce a few light beams off their 'eads.

THE QUESTIONS

1 Who stands in Trafalgar Square, holding a telescope?
2 What does "tele" mean, as used in telescope, television, etc?
3 Who was the first man on the moon?

THE COUPON

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*Not actually.
†No-one from EMAP or Gremlin may enter, or you'll be seeing stars permanently.

DEFLEKTOR

WIN A FROG

Just like the one in Hewson's *Nebulus*

Ribbit. We're frogging mad here at SU. And we know you are too.

Not real frogs, of course. No. Not those awful slithery soggy green blobby things with the bulgy-out eyes and too-long legs. No. We're talking about those crazy mad zany whacky petty searaway super sexy plastic frogs with the amazing high-tec features:

- ***BIG YELLOW FEET!***
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- ***MOULDED BODY IN REALISTIC GREEN!***
- ***"SO BELIEVABLE THEY'RE SPOOKY" PLASTIC MOVE-ABOUT EYES!***
- ***ASTONISHING JUMPING ABILITY!***

Frog mania is sweeping the country. You can't walk down the street without seeing newly constructed Frog-o-Mart. Springing up all over the country, these shops are capitalising on the surprising demand for plastic frogs which has emerged in the last, oooh, fifteen seconds. Unfortunately, as with any rapidly expanding market, need far exceeds supply, and so prices for the highly desirable items are soaring. Only the rich and famous are able to afford the unspeakable asking price — now averaging £300 pounds for a basic model.*

And so, in a united front SU and Hewson Consultants are happy to announce the great I Suppose a Frog Is Out of the Question Competition.

This is your chance to beat the affluent city-types at their own game. While they queue for hours in Harrods to pick up their frogs, you can sit in the comfort of your own home, answer these unspeakably easy questions, send out a relative of some description to post your coupon and wait for a couple of weeks for the little chap to hop up to your door.

We've got 200 of them to give away, so there's a good chance of you winning.

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THE QUESTIONS

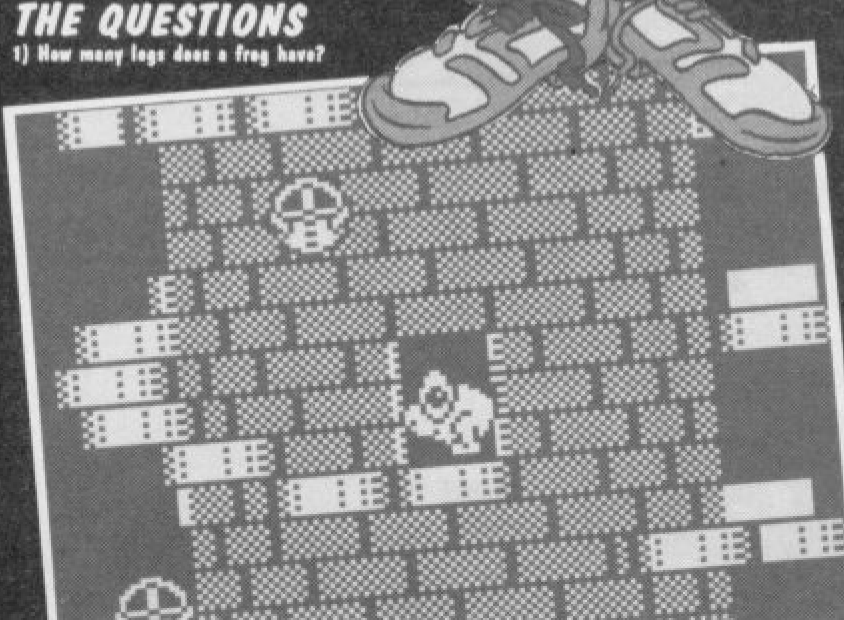
1) How many legs does a frog have?
2) The French eat bits of frogs. True/false?
3) Which was the last Hewson game to appear as our cover game?

THE COUPON

1) ....
2) ....
3) ....
Name..............................
Address..............................
....
....

No Hewson or EMAP entries, please.

*Editor's note: We would like to apologise for the misleading information about the demand for cheap plastic frogs included in this competition, but how else would you persuade someone that they wanted one?





TWILIGHT

RENTAKILL RITA

ARCADE Label: **Mastertronic** Author: **Robin Thompson** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Another undistinguished attempt to produce an Ultimate-style arcade adventure on the cheap

Although Rentakill Rita isn't half as awful as it sounds, nothing changes the fact that it's yet another of a long series of what used to called 'Ultimate-style' arcade adventures. Each chamber in the game is depicted in single colour 3D perspective, and the task is to guide the stumpy Rita around the chambers, wiping out creepy crawlies which infest the Manor by dropping weights and squirting aerosols on them.

While the graphics are OK, especially the flying eyeballs and sinister wasps, we've all seen this kind of 'pick up the block, drop it on another block' thing too many times before. Along side the invention of Jon Ritman's Head over Heels, Rentakill Rita doesn't shape up at all well. ■

★★★☆☆
★★★☆☆ 6

OUTCAST

ARCADE Label: **CRL** Author: **The Zen Room** Price: **£8.95** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

A feeble attempt to emulate the success of arcade adventures like Heartland. Very overpiced

Outcast has little going for it in terms of originality, graphic sophistication or polish. So I'm surprised to see that it's a product of the normally reliable Zen Room team. It's the usual 'quest for the magical objects' thing, with your outcast wizard searching for spells and weapons which will enable him to regain his powers and return to his home. Magical stars allow him to move to hidden areas of the game. Only the backgrounds, which feature some nice touches like trees waving in the wind offer any excitement. The screen display flips from scene to scene rather than scrolling, the enemies – such as birds, dwarfs and reptiles – are poorly designed and subject to attribute clashes, and the sound is minimal. Some of the effects, such as the poisonous spikes, are totally naff. About the only thing you won't encounter in your quest to defeat the Skull of Doom is any excitement. ■

★★☆☆☆
★★☆☆☆ 4

XEVIOUS

ARCADE Label: **Americana** Author: **Probe** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Poorly programmed unplayable con-version of a sub-standard arcade machine

A long time ago, in a galaxy quite close to home, lived the people of Xevious. They had a world, and they called it Earth. One day, while they were out shopping, a bunch of apes had the cheek to evolve into intelligent life forms and take over. So, the Xevians decide to put a stop to the 'humans' (as they had decided to name themselves) and launched an attack.

Enough of the supa-hype opening, down to brass tacks. This game, like many of its era is a vertically scrolling, shoot-'em-up, and not a very good one. It scrolls nicely enough, the backgrounds are very average, the nasties are depicted in a quite-well-depicted-sort-of-fashion, but it lacks the m-o-t-i-v-a-t-i-o-n to make it worth playing■

★★☆☆☆
★☆☆☆☆ 3

PROFESSIONAL SKI SIMULATOR

ARCADE Label: **Code Masters** Author: **The Oliver Twins** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Interesting. An old idea played in a new way. Definitive masterly code

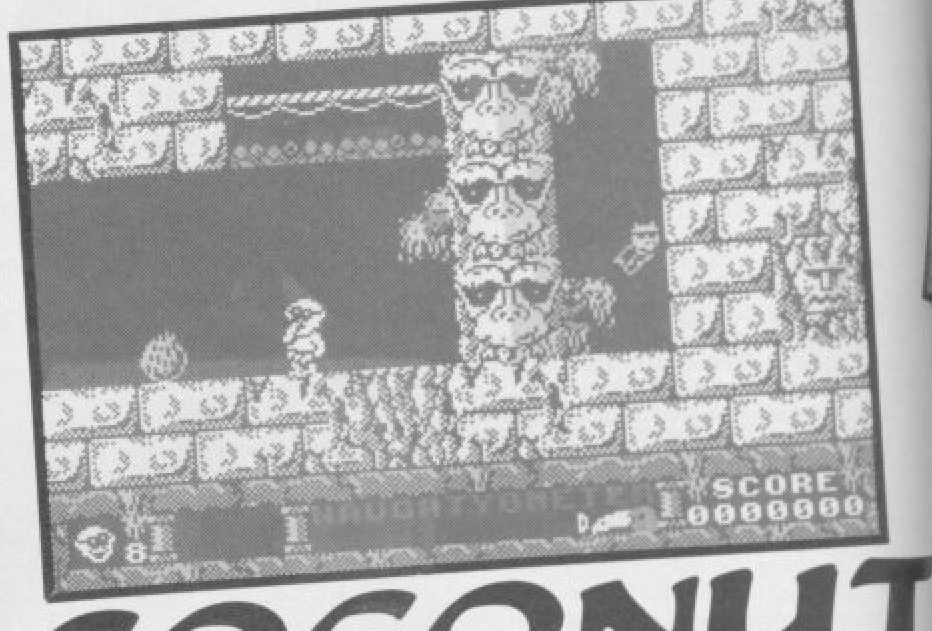
Could Code Masters be the new challengers for MicroProse? This is a simulation. Well, as with all budget simulators, they are not pure cockpit-view games. More often than not they're overhead views and this one's no exception. PSS is a very playable. The game is viewed from a 45 degree angle and your skier is a tiny little matchstick man.

Control is the difficult part of the game. It sounds easy – left/right and forward. Pretty easy to master, yeah? It would be if it were not for the fact that left is the skiers left, not yours, so if you push the joystick left, the skier turns right. Pretty confusing?

The slopes are the best part of the game. A delight to see, they are beautifully designed using clever shading to give the impression of different gradients. Another great game by the Olly bros . . . Well done lads, more please, more■

★★★★☆
★★★★☆ 8

ZONE



COCONUT

Despite suffering the worst loading screen I have ever seen in my entire life, **Jack the Nipper II – Coconut Capers** is not half bad.

If you thought you'd seen the heights of naughtiness in **Jack the Nipper Part 1** – forget it, you ain't seen nothing yet.

In this one, Jack is stranded in the jungle, after baling out of the plane which was deporting him to Australia (or somewhere equally pleasant). The aim is to avoid Dad, vicious birds, rivers, crocodiles, and everything else which makes jungle life strenuous, while doing as much mischief as possible and pushing up the Naughtymeter.

The backgrounds, of crumbling citadels, stone causeways, tropical plants and tangled creepers, are excellent. The characters are good too, with the nappy clad infant Jack particularly appealing (in a horrible sort of way, of course).

Swinging on ropes to avoid hazards, Jack can bounce coconuts off the people or animals he meets or, if he can find a blowpipe, stick darts in embarrassing places. Objects

Throu TRAP

Alas, poor Boni, I knew him well. And that's as close a literary allusion as you're going to get, and the reason for it is a skull.

Yep. What we have here in Through the Trapdoor is a "Rescue the skull" game. (Why? It's dead. It doesn't care about being rescued, it isn't any use to anyone really, except as an trace element in a bag of Winalot). Yoh! Berk and Drut are back, Berk being a blue thingy, and Drut being a yellow thingy. Both now big media stars. Anyway, anyway, this skull's dropped down through the trapdoor, and Berk and Drut have to rescue it.

OK, so it's all a rather spurious excuse for an adventurey game by Don Priestley, with cutesy-yuk charactess, sweetie-puke locations and a compleete-lee ghast-lee plot. Despite my natural reticence to even load such a thoroughly ghastly, childish game, I, um, oh gosh, I quite enjoyed Trapdoor II really.

Following on from the not-really-up-to-scratchness of Flunky, gameplay-wise, TTTD has a more solid sort of basis. There's all the usual, "Go to the

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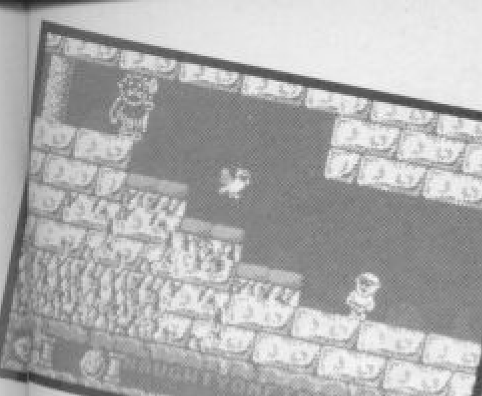
Horrendously cutsey game with a number of good hard puzzles to solve along the way. A worthy successor

THROUGH THE TRAPDOOR
Label: Piranha
Author: Don Priestley
Price: £8.95
Memory: 48K/128K
Joystick: Kempston

Reviewer: Tamara Howard

★★★★☆
★★★☆☆ 7





ARCADE REVIEW

CAPERS

found are placed in one of two pockets (in Jack's nappy?!) – weapons and naughty objects. Jack can only carry one of each at a time.

A list of some of the objects to be found – grease, honey, an onion, woodworm, a shield, and a log – gives you some idea of what Jack can get up to (It does? – Ed). As with the previous Jack titles, though, you have to work most things out for yourself.

The music, *Henry Mancini's March of the Baby Elephants*, is cleverly done, but not so cleverly that you don't want to use the *Off* option after a few minutes.

As with most games of this type, my main complaint is that it's much too complicated to solve at one sitting, and there's no game *Save* option. Just Gremlin Graphics being naughty, I suppose■

FACTS BOX

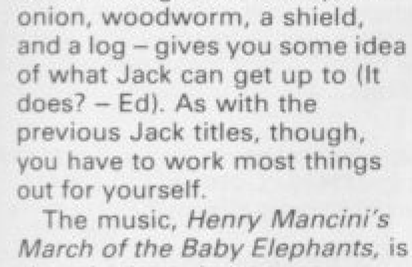
Bound to be well-received by Jack fans. Another polished and action-packed title from Gremlin

COCONUT CAPERS
Label: Gremlin Graphics
Author: Holmes, Lloyd, Pridmore
Price: £7.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆★★★☆☆ 7

ugh the PDOOR



left and pick up the key before decapitating the bat," which requires a lot of concentration and applied minds. (All right, I found it difficult, but then I'm probably not as smart as some of you). There also an added bonus of playing both the little yellow frog and the big blue blob, so you can switch between the two and get one to carry out a task which the other one would find nigh on impossible.

All of which is pretty usual sort of stuff. But what I really liked about TTTD was, gulp, the cuteness of it all. The tasty hard bits of the game, like deciding which way to point your pooter without getting blown up (look, you just have to play the game, OK)? and the general necessity to think about what you're doing is nicely balanced by having something so completely puerile and twee to gawp at.

Don Priestley has done a nice job with Trapdoor II, although I'm not sure that a third game with equivalent cuddley-ness would be in order. Two Trapdoors I can take quite happily though, and I recommend Through the Trapdoor to anyone who has a strong stomach and an eye for a tricky problem. Roam around four underground locations, collect keys, open doors, eat sweeties, and stop that horrendous froggie jumping all over the placie and banging his headie by picking him up and squeezing him until his eyes bulge. (Tee hee).

If you liked the original Trapdoor, like the large, simple tricky problems and either are very cute yourself or enjoy spitting blood at thingies and spookies you'll probably find Through the Trapdoor worth a second look. And if you don't, you can always have fun pushing Berk down the hole and watching his eyes spin■

TWILIGHT

FAST AND FURIOUS

ARCADE Label: **Go!** Author: **Ernieware** Price: **£8.95** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Horizontal zapping with big graphics but dull gameplay

Otherwise known as "Attack of the Killer Carpets", Fast and Furious is a horizontally-scrolling zapper of a type I find particularly infuriating, where all the sprites are so HUGE that it's almost impossible to avoid being squished at every moment.

You pilot a magic carpet, viewed from above, and your task is to either avoid or exterminate everything in your path. Targets include other magic carpets, huge swirly flying snakes, bats, groups of hairy spiders and towering ... er, towers. While some of the graphics are nice, especially the flying snake, the sound effects are irritating and the gameplay is monotonous, broken only by regular opportunities to fly over groups of tokens picking up as many as you can to supplement your energy, money and so on.

Since I thought this was a poor budget game when it loaded, I can't see that it deserves a place on the label which gave us Trantor■

★★☆☆☆★★☆☆☆ 4

DARK STAR

ARCADE Label: **Firebird** Author: **Design Design** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

A worthwhile reissue which features much of the excitement of Starglider at a bargain price

Nowt to do with the ace science-fiction film of the same name, Dark Star is in fact a 1984 vintage Design Design zapper. A cross between the traditional Star Trek defend-the-universe-which-is-conveniently-divided-into-squares game and more modern efforts like Starglider, Dark Star features fast animated wire-frame graphics.

The aim is to speed through the starscape seeking planets to land on, then knock out all the defences, using your scanner to locate power-plants, gun emplacements and refuelling towers and blasting them to fragements.

Dark Star is best played entirely with the keyboard. Fast, colourful and entertaining, well worth searching out■

★★★★☆★★★★☆ 8

PRESIDENT

STRATEGY Label: **Addictive** Author: **Kevin Toms** Price: **£2.99** Memory: **48K/128K** Joystick: **keys only** Reviewer: **Tony Dillon**

Surpsingly repetitive strategy hash. Not too good first time around, even worse now

How the mighty have fallen. Kevin Toms, master programmer and creator of that all time classic Football Manager, tries his hand at politics. In President you are the manager, no sorry headcoach, no sorry, wrong again, President of a country and must try to remain in office for as long as possible. The game's about increasing the financial and social status for both yourself and your country. You can drill for oil (Oooh), buy and sell gold (Cor) and press fire a lot (Eh)! The rest is status screens from which you are supposed to make intelligent decisions.

I dunno, maybe I'm too highly trained for this game. Maybe not, either way any subtle playability that may be contained in here is lost to me■

★☆☆☆☆★☆☆☆☆ 2

SMASH OUT!

ARCADE Label: **Pirate** Author: **In-house** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Pretty dreadful Breakout clone saved only by its entertaining screen designer

Forget all the plop on the insert, this is a Breakout clone with stunningly average graphics and a few good sound effects. While the movement is fairly smooth, the bat flickers perceptibly, and the screen layouts are dullsville.

However, to pep things up, you can design your own screens, using the cursor keys to select and place various types of block, which can include squares which reverse the controls, double the size of the bat or increase its speed. There's also a magic square which if hit completes a level.

A bit of an insult to the intelligence compared with products like Arkanoid, but at this price the screen designer might tempt you to give it a bash■

★★★☆☆★★☆☆☆ 5

ZONE

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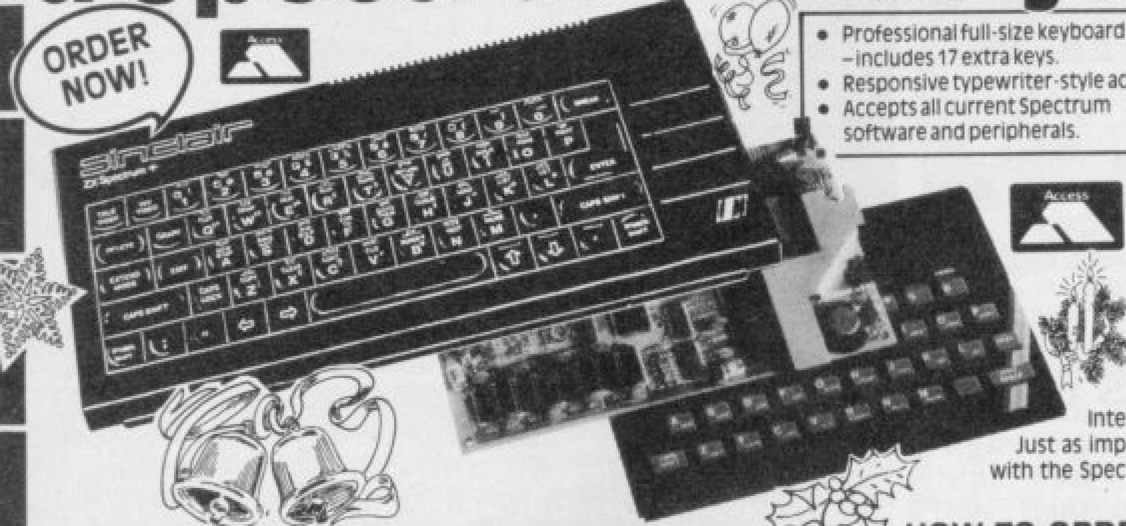
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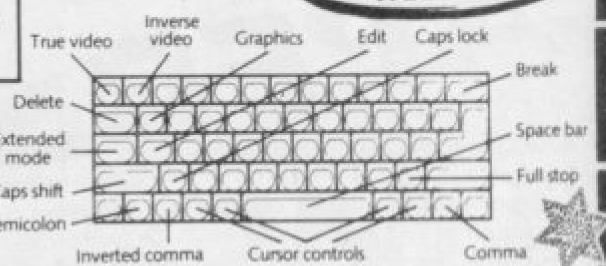
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LEVEL V

BUDGET £1·99 £2·99 REVIEW

FACTS BOX

Nothing original here, but, nevertheless, there's enough to keep you engrossed a good few hours

LEVEL V
Label: Mastertronic
Author: in-house
Price: £1.99
Memory: 48K/128K
Joystick: various

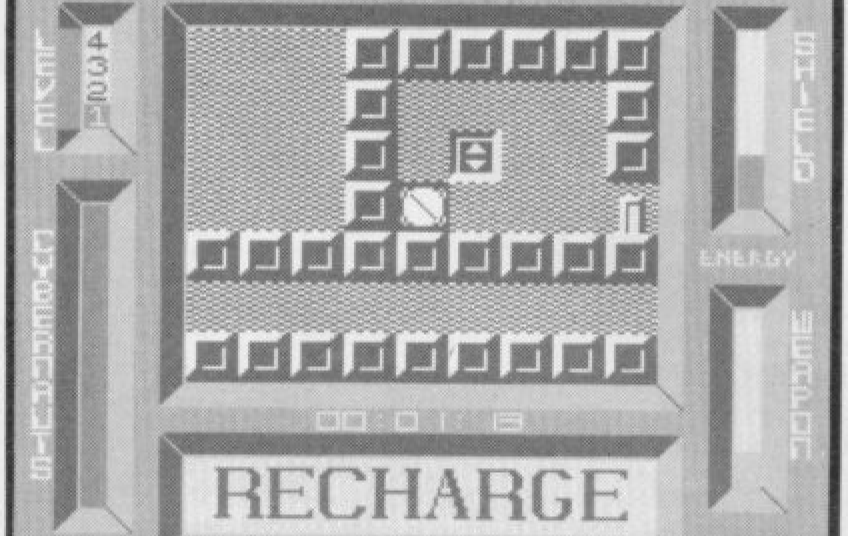
Reviewer: Chris Jenkins

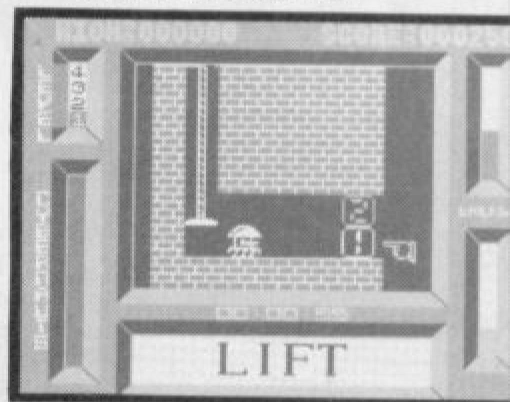
★★★☆☆ 6

PROGRAMMERS

BLUE TEXT are a relatively unknown group of programmers. Having worked previously for an established system software house, they are more used to spending their time producing business packages for the IBM PC! So it was something of a brave decision to produce a game instead.

And as a first effort **Lethal V** certainly shows that Blue Text have potential in the games field. Hope this will be the first of many





More than a touch of the **Quazatrons** about this, one of the latest batch of Mastertronic mini-masterpieces.

While the plot is very much the same as Andrew Braybrook's Hewson classic, in **Level V** the graphics are pretty minimal. However, the gameplay is fast and furious, and there's enough action to keep you playing way past the £1.99 value-for-money mark.

There are five levels to complete, each depicted in top-down 2D in the central section of.the screen. You are trapped in an enemy space pod – well, I did warn you about wandering off on your own – and between you and the exit are five levels of mazes and lethal warrior robots.

For some reason, you look like a revolving Bisodol and the war robots resemble hyperactive amoebae, but you get the idea.

The play area scrolls reasonably happily as you move around searching for nasties to zap with your phaser. Contact with them means a loss of shield power, and zapping them uses up ammo, both of which can be replaced by finding a refuelling point and sitting there for a breather. Not too long, though, or the baddies will gang up on you.

Computer terminals give you access to a map of each level, which you can scroll around to locate the refuelling points, baddies, terminals and the lift. Ah, the lift! This allows you to move up to higher levels – but not, of course, before you've exterminated all the warrior robots.

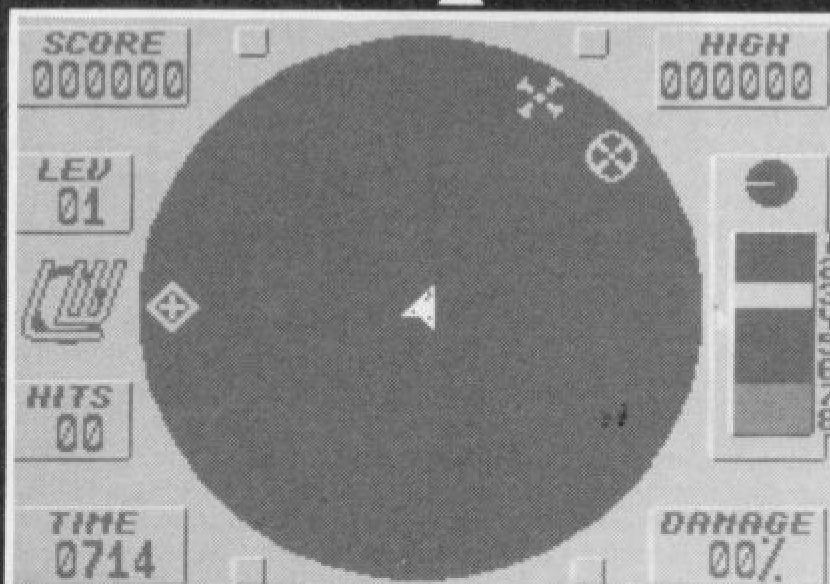
Will anyone be surprised to hear that later levels feature more, faster, baddies, and the chance to gain more powerful weapons? No, I thought not.

There's a nice high-score feature which tells you how many robots you managed to zap before they returned the favour, and the obligatory time-limit in which to complete each level.

Some excellent extra touches, such as the animated lift sequence and the opening and closing doors, don't really add much to the game itself but, nonetheless, you'll enjoy working your way through the levels and the hails of phaser bolts, at least until you've cracked **Level V** once.

Few frills, but a few thrills■

LAZERWHEEL



FACTS BOX

Desperately simple game, graphics, sound and everything else. Yet, surprisingly, it's still very playable

LAZERWHEEL
Label: Mastertronic
Author: Steve Parys
Andrew Morris
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Chris Jenkins

★★★☆☆ 6

I once swore that I would eat my socks before describing any game as 'simple yet maddeningly addictive'. So here goes . . . mmff, grumpf, glup, glup, glup . . . eeyuch.

Lazerwheel is both simple and addictive.

It's also the first shoot-'em-up I've come across where you can't even move your ship. It just sits there, revolving in the middle of a circle of space. Around the screen are counters for score, level, number of hits, time remaining and damage caused.

All you have to do is pick off the aliens which circle, indian-like, around the rim of the circle.

If you hit the rim of the circle, you will cause damage. Hit the same spot again, and your missile will bounce back and kill you. If the damage count reaches 100 percent, you're snuffed. To reduce the damage count, you have to hit certain types of alien.

Different aliens react in different ways. Hit a spinning square, for instance, and it will split into two 'mixers'. Eliminate these when they cross, and you will clear all your damage and score yourself a fine 100 points bonus into the bargain.

Other aliens simply reverse direction, get smaller, or speed up the first time you hit them. The challenge is to keep track of lots of little nasties rotating at different speeds in different directions, and to zap them without blowing yourself away by shooting wildly.

The clever bit is that there are eight levels which you have to defend simultaneously, jumping to whichever level is most in need of help.

Looks awful, sounds awful – but at £1.99 I don't think you'll be disappointed by Lazerwheel's play value■

PROGRAMMERS

Mr Chip Software are the company behind **Lazerwheel.**

STEVE PRYS (28) worked originally for Odin Computer Graphics, and joined Mr Chip in Janaury this year.

SOFTOGRAPHY: **Arc of Yesod** (*Odin*, 1987), **ICUPS** (*Odin*, 1987), currently working on **Rollaround** for Melbourne House.

ANDY MORRIS (17) started Mr Chip nearly two years ago, and now speicalises in computer graphics.

SOFTOGRAPHY: **Trailblazer** (*Gremlin*, 1987), , **P.O.D., Video Meanies, Kikstart II,** also working on **Rollaround** with Steve

+3 WORTH THE £XTRA?

SU looks at the first +3 Disc Software

You dash back from the shops with your brand spanking new Spectrum+3 under your arm, you tear the box to pieces, plug the computer in and hit the Return key – and nothing happens! You've forgotten to put a disc in, silly.

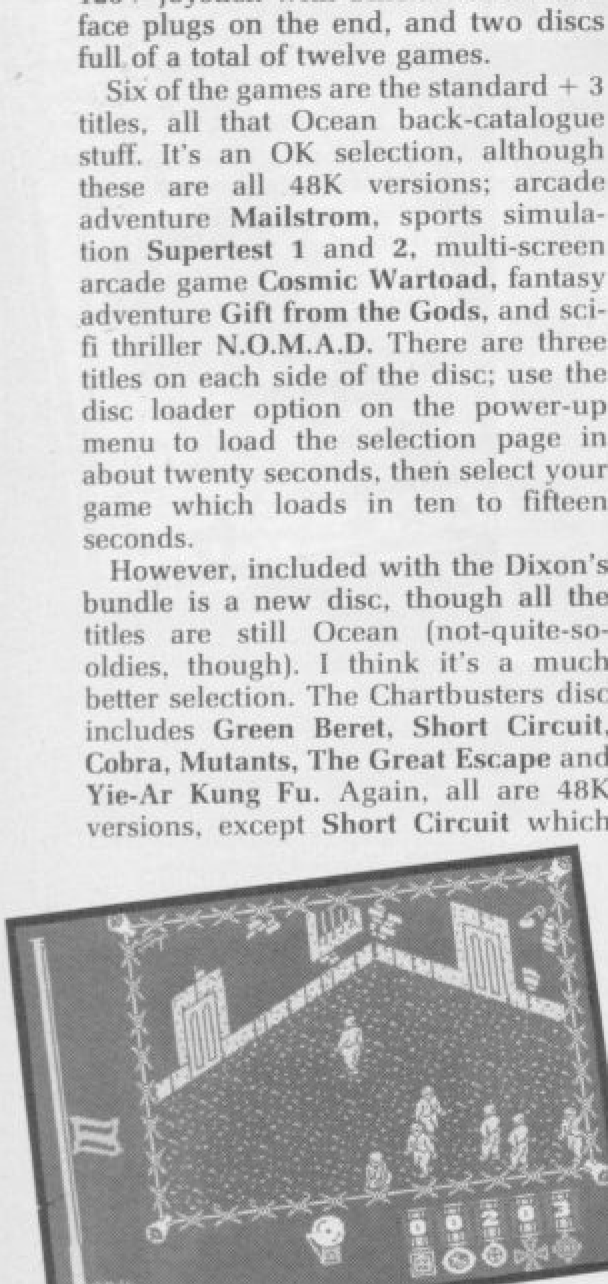
So you'll be wanting to buy some disc software, won't you? The problem is that there isn't much of it about, and commercial reality being what it is there probably won't be until the +3 has notched up respectable sales.

The Dixon's Package

Perhaps the best short-term solution is to consider the +3 bundle from Dixon's. This £199.99 package includes the computer (natch), manual, Cheetah 125+ joystick with Sinclair and interface plugs on the end, and two discs full of a total of twelve games.

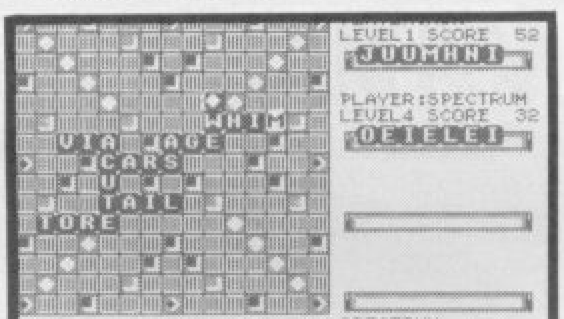
Six of the games are the standard + 3 titles, all that Ocean back-catalogue stuff. It's an OK selection, although these are all 48K versions; arcade adventure **Mailstrom**, sports simulation **Supertest 1** and **2**, multi-screen arcade game **Cosmic Wartoad**, fantasy adventure **Gift from the Gods**, and sci-fi thriller **N.O.M.A.D.** There are three titles on each side of the disc; use the disc loader option on the power-up menu to load the selection page in about twenty seconds, then select your game which loads in ten to fifteen seconds.

However, included with the Dixon's bundle is a new disc, though all the titles are still Ocean (not-quite-so-oldies, though). I think it's a much better selection. The Chartbusters disc includes **Green Beret, Short Circuit, Cobra, Mutants, The Great Escape** and **Yie-Ar Kung Fu**. Again, all are 48K versions, except **Short Circuit** which has enhanced music and sound.



While the Dixon's twelve-game bundle is well worth having – indeed, just about your only choice at the moment – it's a pity that in getting all the software from Ocean, Dixon's has ended up with twelve very samey games. Eight could be described as "arcade adventures", and there are two sports simulations, a combat game and an arcade game.

Disc software is starting to turn up but it's few and far between. As expected what you mostly get are beefed up originals. Including some venerable old games indeed:



Scrabble De Luxe

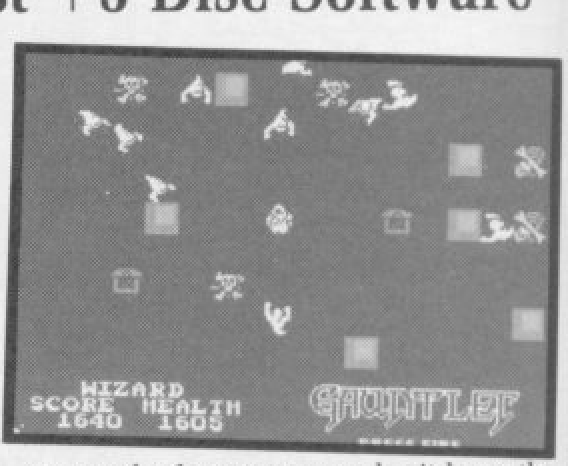
Like the tape version, **Scrabble De Luxe** is a very faithful recreation of the family word-game which is always brought out of the cupboard when the television breaks down. The +3 version, though, has some extra features. There's a game clock, which can be set to limit the time available for each play from ten seconds to 59 minutes 59 seconds; eight skill levels, and an extended vocabulary which makes full use of the 128K available.

Before you start there's a prompt which asks you if you are using a +3; if you answer yes, the game defaults to disc storage. You can then *Load* a previously *Saved* game if you wish.

At £15.95, **Scrabble** is well worth a look if you don't just want to play arcade games on your +3, but you'll have to save up those pennies.

Gauntlet

If **Scrabble** lacks a certain 'kill factor' in your estimation and you'd rather hack your way through hordes of vicious monsters, there's always the disc version of **Gauntlet**. While the game itself



is exactly the same, you don't have the hassle of loading in the 512 levels eight at a time. Just leave the disc in the drive, and it loads each level as you complete the last. In many ways the kind of thing the +3 was made for, **Gauntlet** really benefits from the speed and convenience of disc loading. At £12.99 it's not cheap, but this looks like typical Spectrum disc pricing for some time to come.

Tasword

Serious, but highly rated, **Tasword** is even more expensive, but is the most successful word processor on the Spectrum. At £19.95, **Tasword Plus 3** makes full use of the 128K memory, allowing 64K text files up to 10,000 words long, provides full disc management commands within the main program, data merge and mail merge, on-screen help displays, an interactive tutorial file, and all the usual formatting, justification, word wrap, insert/delete, block move, copy, header, and other powerful facilities.

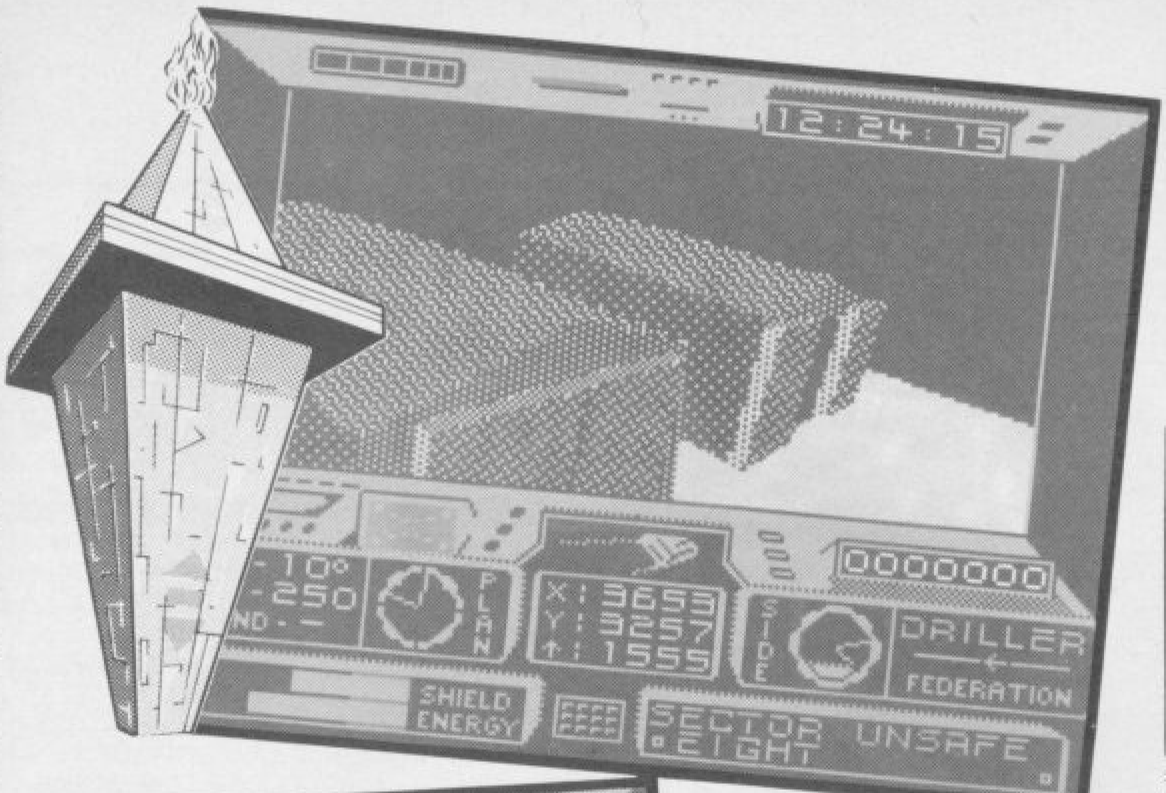
Now that it has a decent keyboard, a decent range of printer connections, and a built-in disc drive, the Spectrum is a perfectly reasonable word processing system. At the moment **Tasword** should clean up among those mysterious people who want to do serious things on their machines.

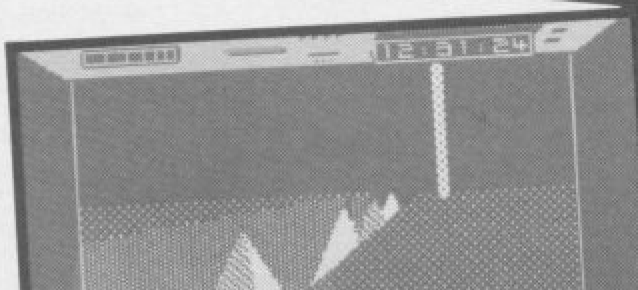
Soon

We're jumping up and down with anticipation of seeing **Game Set and Match**, Ocean's giant compilation of sports simulations, which includes ten games featuring over twenty sporting events. At £17.95 on disc it actually works out at the best value for money yet.

CHRIS JENKINS

DRILLER





ARCADE REVIEW

PROGRAMMERS

MAJOR DEVELOPMENTS are Chris Andrews, Stephen Northcott and Paul Gregory. They worked on **Driller** for 14 months, and it's their first project since the team was formed by Incentive.
Although having no other releases as a team to their name so far, Chris had a couple of hits on the Dragon with **Mined Out** (*Quicksilva*, 1984) and **Backtrack** (*Incentive*, 1984)

FACTS BOX

Innovative and definitely clever. What it lacks in addictiveness, it makes up for in 'ooh' points.

DRILLER
Label: Incentive
Author: Major Developments
Price: £14.95
Memory: 48K/128K
Joystick: Various

Reviewer: Jim Douglas

★★★★★★★★★☆ **9**

Every now and then, the turbulent and surprising world that is computer software will give birth to a product that threatens to change the whole face of gaming and become the yard-stick by which future games will be judged, etc. etc. Needless to say, most of these games fail miserably to live up to their hype and toddle off to their own little land of the curious where they can each boast that they've got the most revolutionary three-dimensional graphics/biggest map/fastest gameplay/most incomprehensible novella, before conceding that they were all extremely dull.

Driller, I'm relieved to say isn't quite such a game.

As explained in our preview in October, **Driller** incorporates Incentive's new game-system called Freescape. This – to cut a lot of technical guff short – allows you to view the world upon which you find yourself as filled 3D graphics. Big deal, you might say. Well, as a matter of fact it *is*, because as well as being able to move around; north-south, east-west, up-down, you can look up, down or around anything as well. (This, again, may not sound like the most exciting concept you've ever heard of in your life. Be patient. When everything is working together, things get more appealing).

And now, the plot, Ahem. In the future, a colonised planet named Evath, comes under threat of destruction from the impending collapse of its moon, Mitral. Mitral was used exclusively as a prison planet, and the convicts were set to work mining it and sending the valuable minerals etc back to Evath. Being a hopeless bunch of degenerates, the convicts failed to read their "Elementary Digging Holes" manual and de-stabilized the planet. Sealing up everything in sight, they scarpered. It's up to you to go around the moon and drill release ducts which will allow the dangerous build-up of gas to escape before the place explodes.

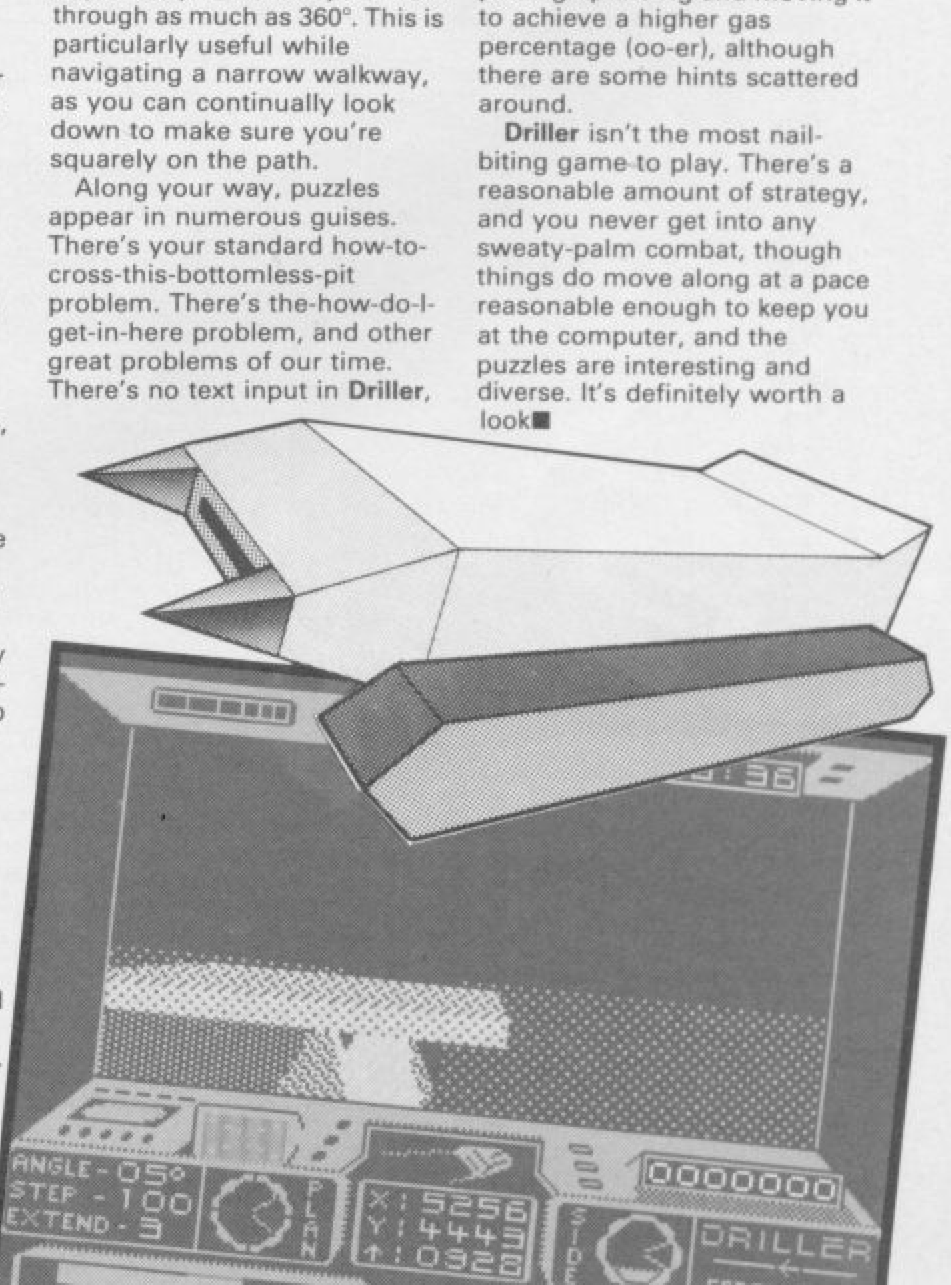
(There. A couple of paragraphs. Quite why it took Incentive reems and reems and pages and pages to get the same point over is beyond me).

Once you begin you'll find yourself looking out through your window on completely uninspiring black & white landscape in an assortment of cross-hatching patterns. Ooh, very tasteful. But once you start moving around, you'll see how tightly the thing has been programmed. The buildings, walls and objects move around with some considerable speed. We're not talking **Last Star Fighter**, but it's definitely an improvement on **Eye of the Mask**, especially bearing in mind that the sheer number of objects being moved around. A feature that definitely adds to the realism is the way you can alter your angle of vision. At any time, you can tilt your view through as much as 360°. This is particularly useful while navigating a narrow walkway, as you can continually look down to make sure you're squarely on the path.

Along your way, puzzles appear in numerous guises. There's your standard how-to-cross-this-bottomless-pit problem. There's the-how-do-I-get-in-here problem, and other great problems of our time. There's no text input in **Driller**, so most of the problems are solved with your laser. Now, your laser has essentially two purposes. It can knock out some of the security systems left behind which hamper your progress. It can also be used to operate the secret "switch" objects (cubes, pyramids, panels etc.) which will operate secret doors, elevators and the like.

Drilling (which is the whole point of the game in the first play) involves first finding the best place to drill. And it's no good just whacking down a rig anywhere. You've got to discover the point below which most of the gas is built up. This largely involves trial and error, picking up the rig and moving it to achieve a higher gas percentage (oo-er), although there are some hints scattered around.

Driller isn't the most nail-biting game to play. There's a reasonable amount of strategy, and you never get into any sweaty-palm combat, though things do move along at a pace reasonable enough to keep you at the computer, and the puzzles are interesting and diverse. It's definitely worth a look■



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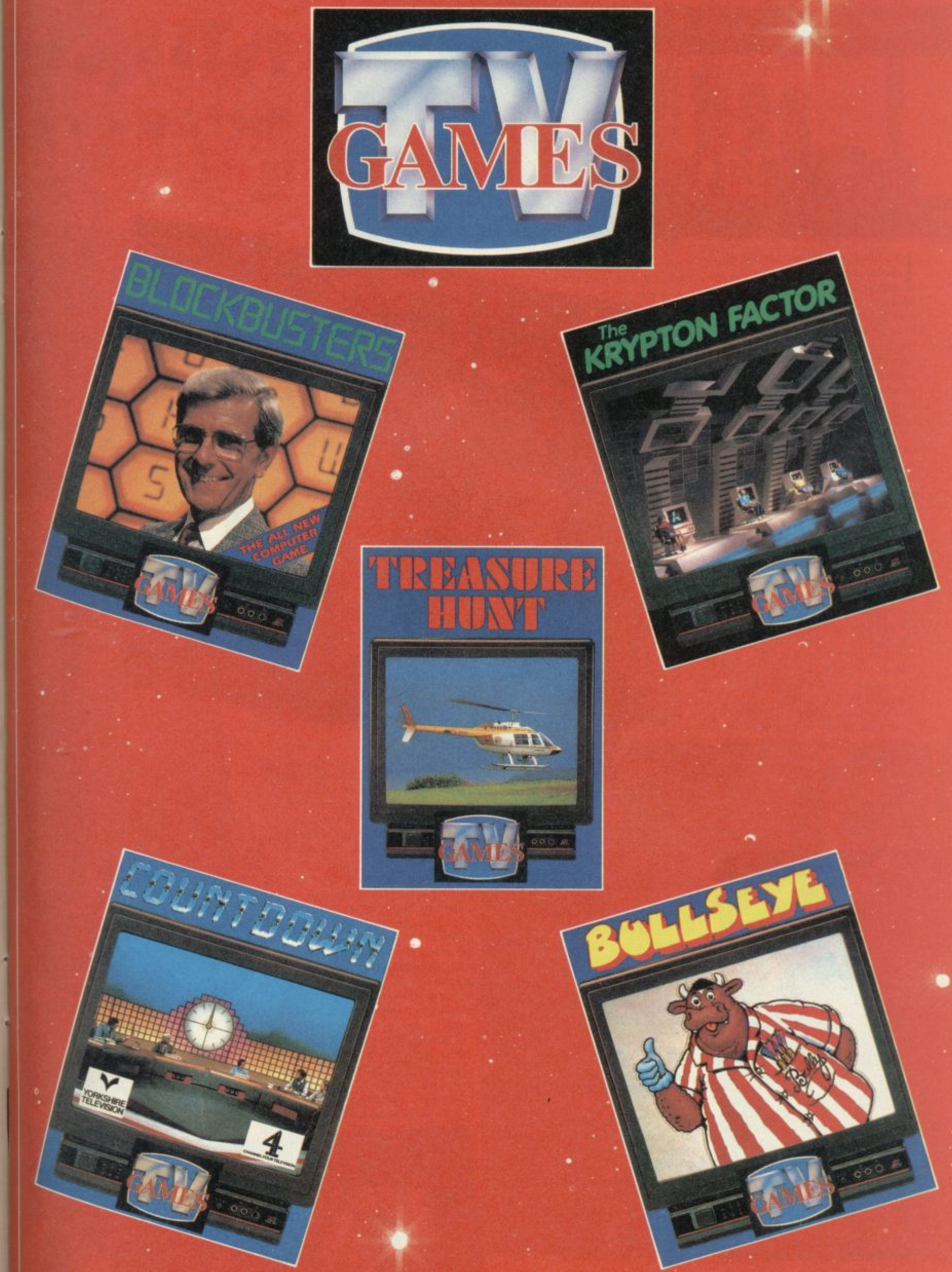
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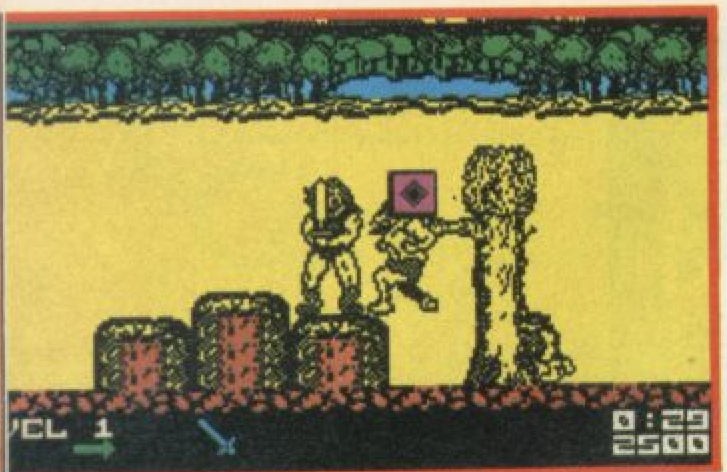
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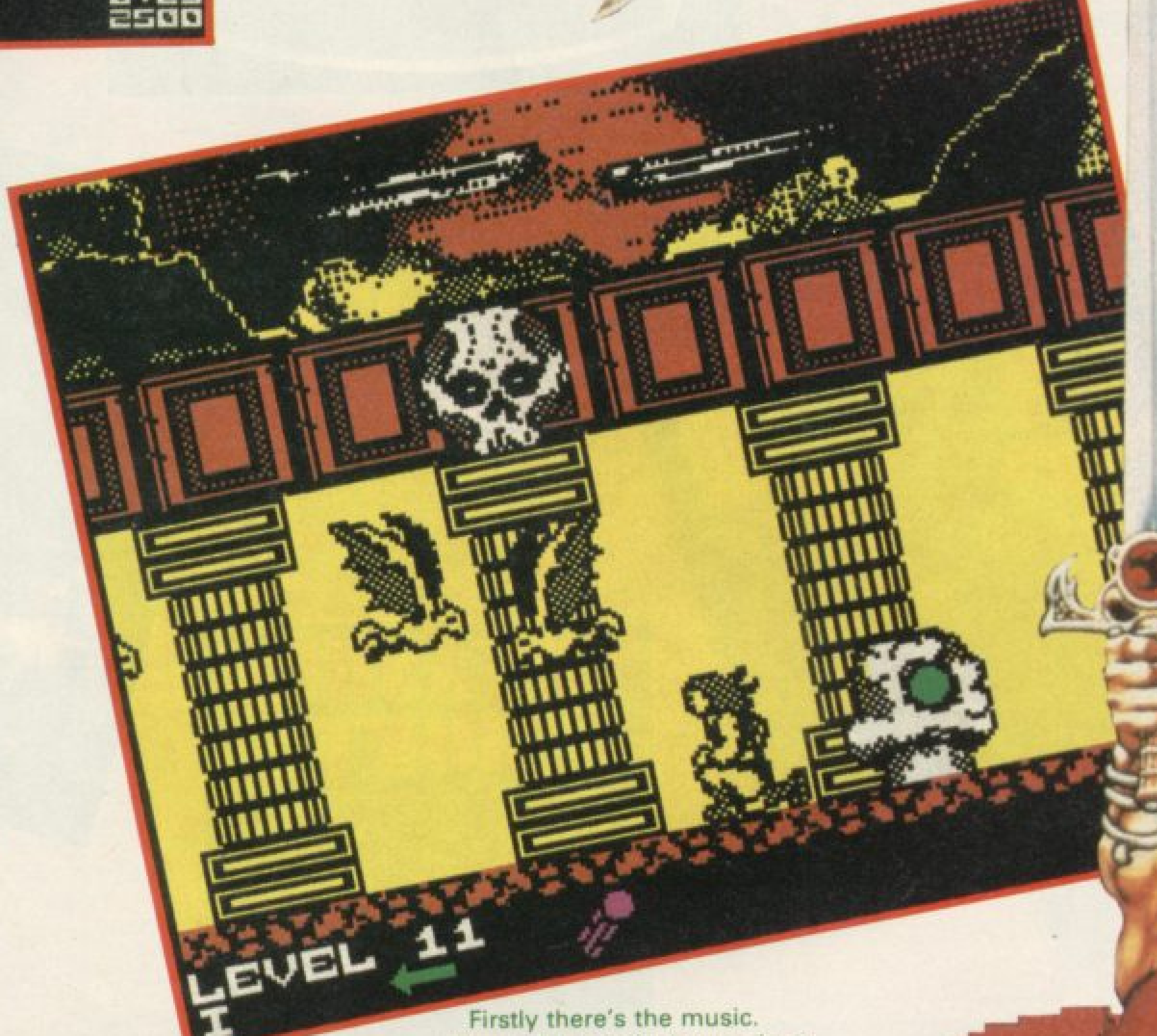
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I'm always a bit surprised at the dress sense of your average superhero. No trusty parka or balaclava, no handy first aid kits for those inevitable little amputations that occur in the line of duty. Lion-O, Thundercat super hero is no exception. What must his mother be thinking of, sending him out with just a loin-cloth and head band.

Mind you, he probably got caught on the hop. I mean, it's not every day that a gang of marauding Molemen rush into your gaff while you're in the middle of *Grandstand*, nick your precious gemstone and run off into the wilderness. Small wonder he didn't have time to put his trousers on.

Anyway, personal tastes aside, **Thundercats** is a hackety-slash game featuring a suitably (or entirely unsuitably, depending on your viewpoint) fur clad gent who's quite desperate to regain the stone of Thundera, which is the key to his, and all the other Thundercats, power. The bloke who's currently in possession of the jewel is Mumm-ra, who, judging by the tasty digitised picture at the beginning of the game, is an extremely badly wrapped mummy, with quite appalling halitosis.

The race is on – across some fourteen levels of differing landscape, and increasingly repulsive villains. As well as nabbing back the stone, there's a coupla cats to rescue, seemingly the Molemen ran off with one or two of Lion-O's buddies as well. (Don't ask me why they're called Molemen, but there's something very unthreatening about a villain with a long nose and poor eyesight who eats dirt.

All this, however, is more or less irrelevant in the face of the greatest question any hardened games player can ask, that being, "Is it any good?" And the answer, without any doubt whatsoever, is, "No, it's not good, it's absolutely blinkin' marvellous.")

Yes, **Thundercats** is great. It may well be almost exactly like **Hysteria** in idea, and very similar to the forthcoming **Rastan Saga** in the region of loin-cloths, but that doesn't matter a jot. It's still got a certain something about it that lifts it up well above yer average slashety-jab game.

Firstly there's the music. Wonderful, heroic, heavy drum machine sort of stuff. (Rob Hubbard on 128K.) Makes you want to gird up what there is of your loin cloth and get into the breach, so to speak. During the game there's less tune, but more drum machine. Each time you kill a baddie there's a sickening thud. Each time you get killed, seven times in a game in all, folks, there's a booming twaaang! and your now lifeless body is hurled across the screen to the accompaniment of a blood-curdling scream. Impressive stuff.

Then there's the graphics, which are superb and in some places, digitized. And that's all down to Gargoyle Games, who undertook the programming of this little licence and turned it

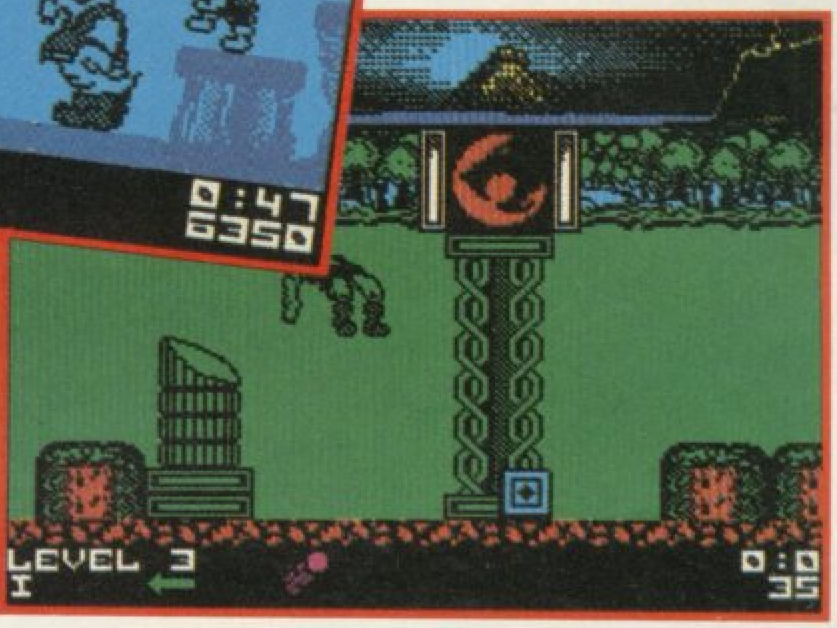












ARCADE REVIEW

CLASSIC

FACTS BOX

Marvellous graphics, brill sound and fiendish game-play, Thundercats is "Just one more go" with a vengeance

THUNDERCATS
Label: Elite
Author: Gargoyle
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★★★★★★★ 10

into something really special. There's no attribute clash, but loads of colour. The game is filled with it, check out the backgrounds: blocks, boulders, stones and rivers all detailed with relative scrolling. At the top of the screen, whichever level you happed to be on, there's always a picture, the Thundercat's panther-head symbol, a pair of eyes, watching your every move, or a landscape.

You progress through a world in which heavily bandaged individuals have the last say in anything, and things aren't very nice at all. And all you have is a sword, and a good strong, solid running, jumping action to go with it. You move pretty fast, in fact, Carl Lewis with a strong wind behind him would be hard pressed to keep up with you. And because you move so fast, you quite often find yourself pelting headlong into a mole and getting snuffed, There's not much you can do about the baddies, whether they be moles, bats or hunchbacks. Sure you can jump over them or bash 'em with your sword, but should they change direction, or should you swipe just a bit too fast, you're in shtuck. Make contact with a nasty, and you're Mumm-ra's next meal.

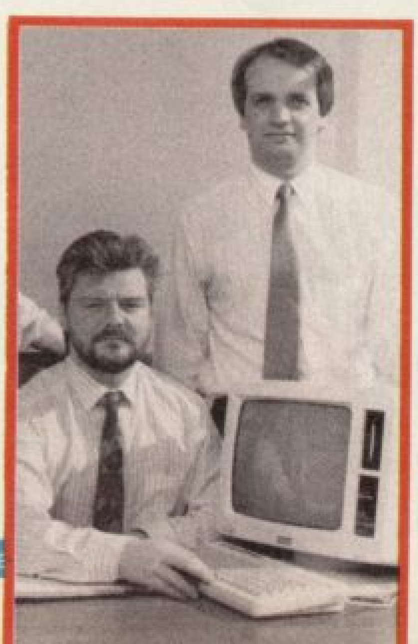
Actually, that's the only complaint I have with the game. Perhaps if you didn't belt about the place like a rat up a drain pipe you might live a bit longer, but the baddies don't hang around, so I guess you just got to keep going boy. And going. Trying not to fall in the ponds, because you can't swim (what is it about these guys? You'd have thought even you most basic superhero could've managed the doggy paddle).

I managed around 3 levels of the game – there are 14. The first person to get through the lot deserves a Smartie, because this is one difficult game. Gargoyle has done a splendiferous job on this one, and Elite has surely got a major hit of its hands■

PROGRAMMERS

Thundercats comes from the prestigious Gargoyle stable, and was designed by **Greg Follis,** programmed by **Roy Carter,** and the graphics were done by **Stuart Cox.**
SOFTOGRAPHY:
Gargoyle was set up by Greg and Roy, and together they have written **Ad Astra, Tir Na Nog, Dun Darach, Marsport, Sweevo's World** and **Scooby Doo.** They were then joined by Stuart, and Mark Haden and John Simcox, who assist Roy with the programming. Since then, they have produced **Heavy on the Magic, Lightforce, Shockway Rider** and **Hydrofool**







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screen shot from CBM version

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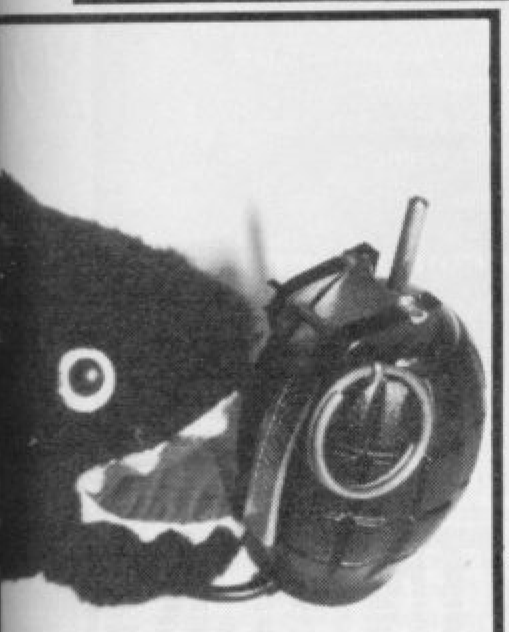
GIVIN' IT SOME STICK

Do you want to be an object of derision? Do you want your family to shun you, your friends to laugh at you, and total strangers to point you out in the street with a contemptuous sneer? No? Then what are you doing with that naff old joystick?

Just chill out, dude. Your joystick says more about you than cash ever can, so swap some of the folding stuff for a new weapon this Christmas.

Ratings are scored out of a maximum of five in three categories: *Machismo* (how much does it make you perform like Arnold Schwarzenegger), *Knockdown factor* (how much it makes you perform like Arnold Schwarzenegger) and *Dumbness of purchase* (how much does it make you think like Arnold Schwarzenegger).





TAC-5

A real yuppie stick this. The sort of thing you'd expect to be given for passing your exams.

Sleek, stylish, clean and lean, this was probably designed by Italians, built by robots and broken by idiots.

The TAC-5 has a great gimmick – it clicks. That's why they call it the Tactile Audible Controller, see? Move the plastic handle – it clicks. Press one of the twin base-mounted fire buttons – it clicks. In fact, in the absence of auto-fire, the whole clicking thing is enough to drive you mental.

I can let you into a little secret. I took it apart to find that there's only one fire switch under the two buttons. (Cries of "Shame!" "Dashed bad show!" "May I leave the room?" etc). What's more, the life-time guarantee doesn't apply to ordinary wear and tear. What other kind of wear and tear do they expect? Eh?

So, overall, good for bringing out on Sunday when Auntie comes to tea, but not a very VICIOUS stick

MACHISMO	★★
KNOCK-DOWN	★★
SUPPLIER	Suncom
PRICE	£9.95
DUMBNESS OF PURCHASE	★★★



MICRO-HANDLER

GAHHH! This is the one I've been waiting for! Has it got auto-fire? HAS IT GOT AUTO-FIRE? It's got so many knobs and buttons, it looks like the bridge of the Starship Enterprise!

It's a pity most of them DON'T WORK!!

For, truth to tell, *Micro-Handler* is designed for owners of the Commodore 64 (spit), although it will work on your Spectrum. It has a huge heavy base with four suction cups, extra-long lead, steel-shafted microswitch ball, auto-fire selector and a huge yellow *Fire* button. But most of the gimmicks, like the variable joystick speed, twin paddle control knobs and extra *Fire* button just don't do anything on a Spectrum. So you'd have to be a pretty hopeless dolt to splash out for something on which half of the facilities are a waste of space.

Looks great, though . . .

MACHISMO	★★★★★
KNOCK-DOWN	★★★
SUPPLIER	Suncom
PRICE	£15.99
DUMBNESS OF PURCHASE	★★★★★

THE TERMINATOR

This was the most original idea at the recent PCW Show – which says something about how dismal the rest of it was. *The Terminator* is a Dutch import, but you don't need language lessons to use it.

Shaped exactly like a hand grenade, this matt black terror comes complete with a firing pin (don't try pulling it off – you'll just break it!) and a handle, which is in fact the trigger. The knobless shaft projects from the top, and while it might be too small for pudgy fingers, the action is precise.

Bound to be dreadful, you might think, but no! With its reliable microswitch construction and ideal shape for either right- or left-handers, *The Terminator* is a surprisingly good stick, masquerading as a gimmick. Pity there's no auto-fire; GRRR! That sort of thing makes me MAD!!!

MACHISMO	★★★★★
KNOCK-DOWN	★★★
SUPPLIER	Robtek
PRICE	£19.95
DUMBNESS OF PURCHASE	★★

JOYSTICK PREVIEW
125 Special

Real joystick freaks may want to wait for the launch of the Cheetah 125 Special.

It's the first stick which will actually add new features to your Spectrum.

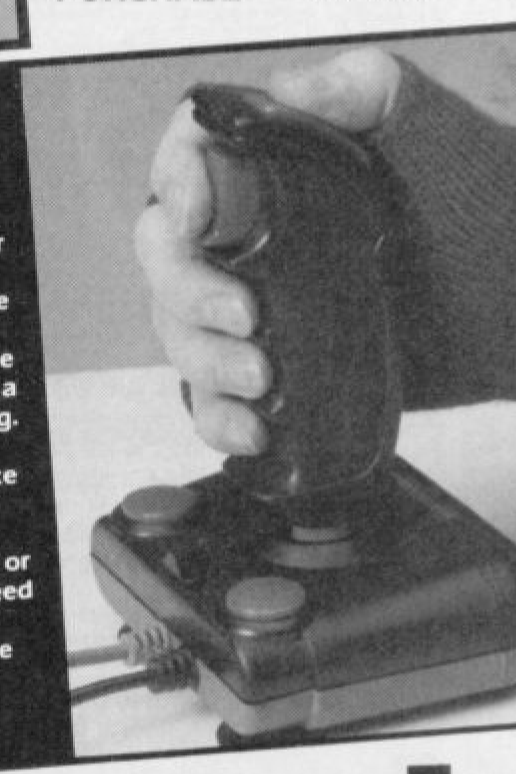
This 'revolutionary' joystick is literally that – you can twist the handle to add another control dimension to your game. Also included are four totally independent fire buttons – two on the handle, two on the base. Each can control a different feature of a game – say for instance firing guns, bombs, missiles, and jumping. There's also an auto-fire feature.

Obviously, software will have to be specially written to take advantage of the 125 Special. Cheetah claims that all the top software houses have seen and liked the stick, and will be writing games for it. It will work straight-off on the 128K+2 or 128K+3 but if you have a 16K, 48K or 128K Spectrum, you'll need a special interface adaptor too.

We'll give you a full review when we get our hands on the thing!

Streetdate: November.

Price: £12.99



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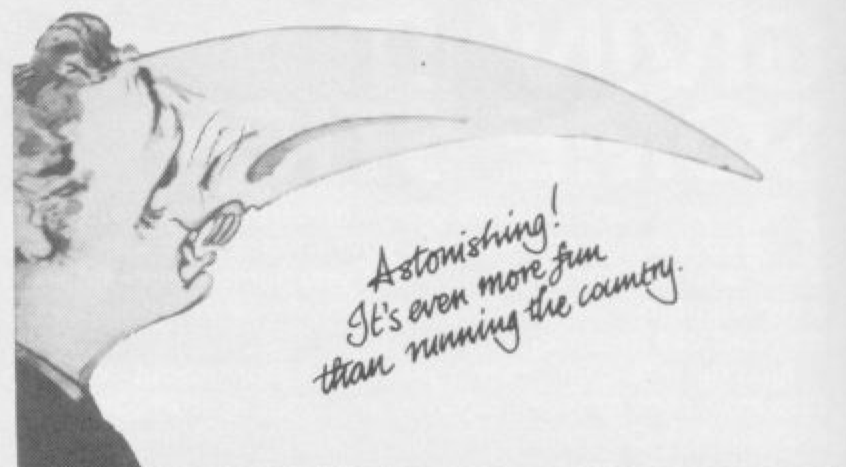
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MEETING 335
10/15 A10:30

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DANCE LESSON
5 FRI P06:00

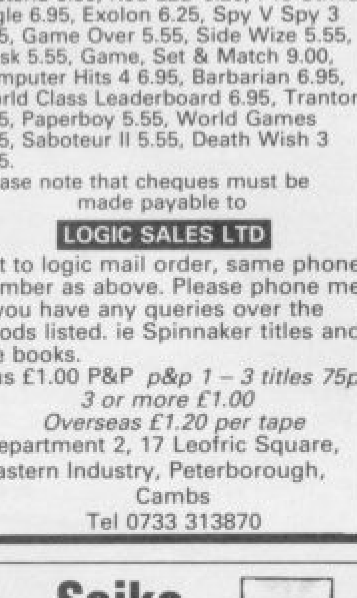
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FRANKFURT
AM 02:08 42

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84 10/14 A
SUN 10: 08 42

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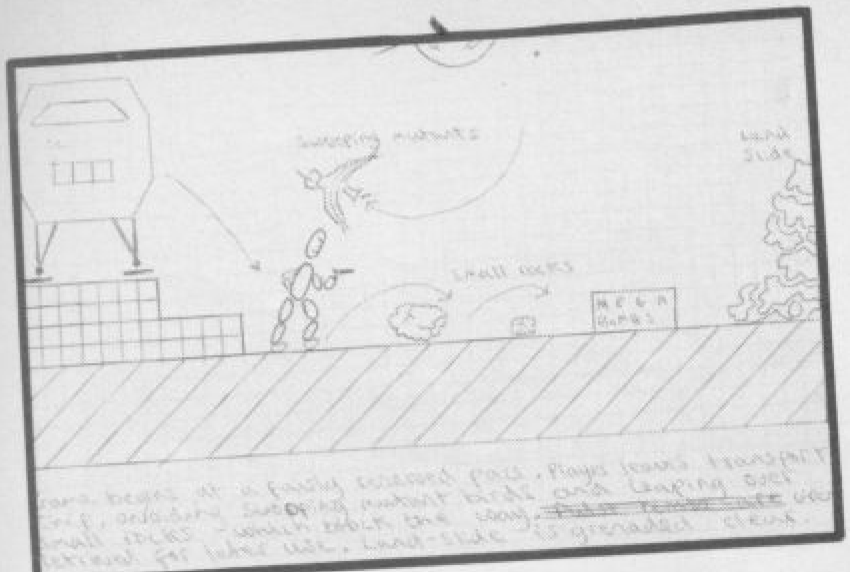
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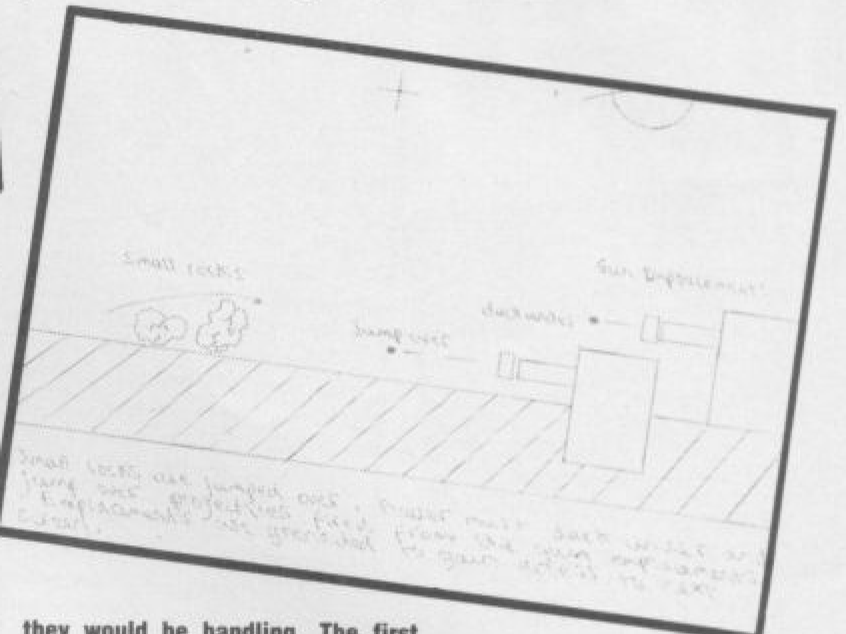
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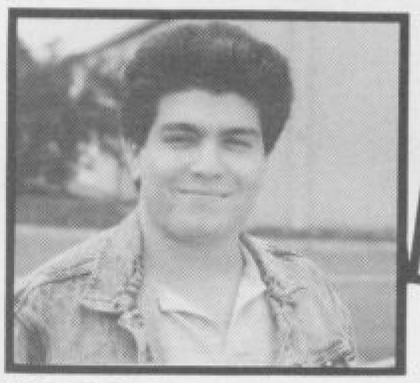


BACKGROUND NOISE

Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved



EXOLON



Even when Exolon was but a twinkle in my programming eye, I had decided to steer clear of the complex 'maps and objects' type of game and opt for a more raunchy, blood 'n' guts affair. I wanted to create something anyone could pick up, play and enjoy without having to wade through umpteen pages of instructions.

I wanted to concentrate on Exolon's instant graphic appeal, playability, and overall addictiveness. There had to be lots of big explosions, over-dramatic death sequences, numerous wibbly-wobbly aliens, and, of course, gratuitous violence on a grand scale. I settled for the game's futuristic/fantasy setting simply because the scope for imaginative graphics was then unlimited – anything drawn in this setting would not look out of place.

As usual I set about designing a number of background graphics before doing any actual programming. This may not seem like the best way of doing things, but I have always found that a handful of graphics gives me a greater 'feel' for a game than pages of pretentious plot. Having stressed the importance of graphic appeal, it was imperative that the main character's overall look and animation was of the highest quality; he is, after all, the graphic that people would be looking at most of the time. I invested in the talents of animator Nigel Brownjohn who produced, as always, a superbly imaginative character with a wonderful (ten frame) lumbering gait.

The main character was actually designed on the versatile ST Art Studio, and I now use the package to design all my graphics, sprites and screens. All the ST format data is transmitted via RS232 to my CPM development system which includes my own utilities to convert the data to Spectrum (or Amstrad or Commodore!) graphics format. It then creates an Ascii source file which I can edit with Wordstar or put through a fast CPM assembler. The object code created by the assembler is one again transmitted via RS232 to the Spectrum itself. I can now (at last!) test the game. All this may seem very long winded but in practise proves to be a lot quicker, and more reliable, than trying to assemble 200K of source file on a hot and bothered Spectrum.

My initial game synopsis showed that the main character would be able to walk in front of static objects. Unfortunately, unless the whole screen was to be of the same colour, I was going to be faced with unpleasant attribute problems. I decided that all sprites should give background colour priority over their own and so appear to pass behind static background graphics (now in effect foreground graphics).

I created the 'passing behind' effect by employing a 768 byte 'mask map'. Each byte in the map corresponded to a character position on the actual screen. Each byte could be either zero or 255 in value, where 255 would let an 8 x 8 pixel portion of a sprite show through, and zero would hide or mask off the portion. Although this limited me to masking only whole character positions, I knew that if I designed the graphics carefully the effect would not be spoilt by coarsely masked edges.

As Exolon was a shoot-'em-up it was important that everything moved quickly and smoothly. A significant amount of processor power was already being used to perform the 'passing behind' effect so I decided to have three different sprite routines which would give the optimum speed for the size of sprite they would be handling. The first routine was used to print the main character and pneumatic hammers. This was the slowest of the three simply because it dealt with the largest images (24 x 32) and had to perform large amounts of masking and shifting of the images to the correct pixel position. The second routine was similar to the first but dealt with smaller (16 x 16) sprites.

The third routine was not at all like the other two – it did not mask or have to shift images to the correct pixel position. Instead, all the images for this routine were stored pre-shifted in memory. It dealt with the many small 'birth pod' aliens, explosion fragments and missiles etc – all the small sprites that appear in great numbers in Exolon and make the heaviest demands speed-wise.

One of the essential ingredients of a shoot-'em-up is the ample supply of cannon fodder aliens that can be blasted 'til the cows come home. I decided that Exolon should incorporate aliens with different movement characteristics and different levels of ferocity for variety and interest. Early on in the project I had started programming different routines for different aliens. This was proving to be both tiresome and a waste of precious memory. I finally scrapped these early routines and developed a universal 'alien control module'.

Each type of alien was assigned a 'vector table' which dictated how quickly and in which direction they should move. Complex patterns of movement were first worked out on graph paper and then converted to a series of X (horizontal) and Y (vertical) vectors. But this provided a too rigid and predictable definition of the alien's movement and hence a random element was needed at some point in the movement choreography. This random element was applied to the alien's original vertical position on the screen and to the frequency of alien initialization.

I had not paid much attention to Exolon's sound effects and music to begin with – partly because I own an early release 48K Spectrum which I can barely hear at the best of times. Andrew Hewson suggested incorporating 128K sound effects into the game and duly lent me a pristine condition Plus 2. Not being a connoisseur of the AY sound chip, I suggested that Nick Jones, a programmer/frustrated musician friend of mine who knows the chip like the back of his hand, should be delegated with the task of producing some interesting sound effects and a nifty title tune.

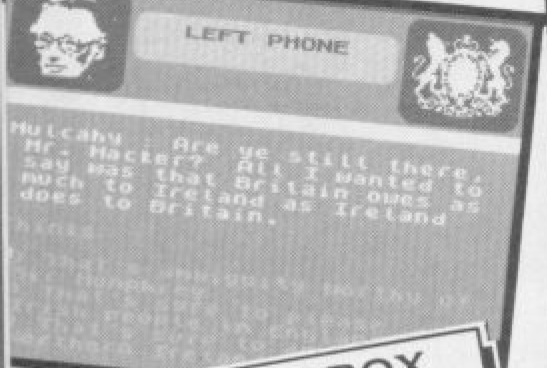
I solved the problem of detecting which type of Spectrum Exolon had been loaded into by performing a quick check of the Rom's contents (which differ between the 48K and 128K machines) and setting a 128K/48K flag as appropriate before the game actually started. The 128K sound effects and music were well worth the effort and I will certainly be incorporating them in any future projects.



Raffaele Cecco

STRATEGY SIMULATION REVIEW

Yes Prime Minister



It's not easy being Prime Minister. 9 am and a memo comes onto my desk reminding me of a meeting with the Cabinet Secretary. 9.10 and a Telex is received about a Road Safety campaign. Naturally I miss it because of a meeting with Bernard. 10.30 and another phone call from Bernard comes in reminding me of a meeting with the Home Secretary but alas I have forgotten what it is about. Things do not look good...

Yes Prime Minister is an icon/menu game where, in a mad frenzy of activity, interrupted only by hours of boredom you have to move from memo box to intercom, intercom to telephone and telephone to meeting. The game has been programmed by Ode now famed for its **Trivial Persuit** for Domarks. Menus and scrolling messages abound a game which is the first I can think of to be totally set in an office. Your objective – to survive a week in Government. A clock ticks away the hours and each moment is fraught with pratfalls.

You play Jim Hacker star of the television program said to be MT's favourite. Helping and hindering are Bernard and Sir Humphrey.

As you might expect **Yes Prime Minister**, the game, is full of jokes and one liners. Most of the conversations you have with other people are played for laughs and there are a few very good jokes but its mostly more smirk than belly laugh.

The game continues with you playing in one day sections over a five day week (I've never understood how 5 days can equal a week). Each day you are presented with an assortment of random problems. These will be in the form of political characters with whom you can have lengthy question and answer sessions. Your response is all multiple choice a la **Adrian Mole** (is Mosaic obsessed with exam formats?). I found no good way of finding the right replies so just guessed.

Many of the multiple choice questions are just based on general knowledge. Knowing things like how many watts a Gigawatt equals could possibly help. This seemed kind of irrelevant however...

The multiple choice format does raise doubt about the variety in the game. The fault with the **Adrian Mole** games was just this system of interaction and I thought for a moment that **Yes Prime Minister** could be the same. Oddly enough though, the system actually works quite well, possibly because this offering was programmed by a different team.

Graphically there is not much to **Yes Prime Minister**. The office of the PM is quite impressive, similar to the lounge in **Trivial Pursuit**. But the digitised graphics of Bernard, Jim and Sir Humphrey leave a lot to be desired. In fact Humphrey seems to have gained a huge moustache in his transformation from the TV.

The only problem I can see with this game is its long-term appeal. The game used a random problem generator to ensure it is a bit different each time you play but I realised that many of the same situations kept appearing. It certainly entertains for a while – weeks certainly – months, I don't know■

FACTS BOX

A successful and expensive attempt at an impossible idea – well programmed but doubt about long term appeal

YES PRIME MINISTER
Label: Mosaic
Author: Ode
Price: £14.95
Memory: 48K
Joystick: Various

Reviewer: Jason Kosemary

8

GUADAL CANAL

You've probably seen the large advert gracing the computer press. It brings to mind images of the Gulf crisis, lots of Arabs, oil, Iran and President Regan. Not surprisingly, **Guadalcanal** has nothing to do with any of them.

Guadalcanal covers the campaign of the latter months of 1942 (hang on wasn't there another game about this veritable year?), and you get to camp it up as commander of land, sea and air forces. You even get to choose whether you're on the Japanese or American side. Your aim is to take full control of the Guadalcanal Island whilst keeping the enemy at bay.

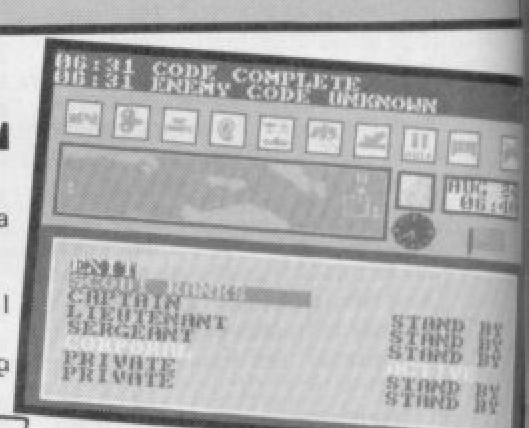
Your forces include various warships, land marines and the Japanese equivalent (rand marines?), and a number of seaplanes which can be used as scouts over the map area. You can move units by going to map display, choosing a unit with the rectangular cursor and, using the directional keys, giving it orders. The menus throughout the game are icon controlled which is standard for today's wargames. Unfortunately, said icons are a touch on the crude side graphically speaking. They're not really large enough for the player to easily guess their use. I managed to mistake the ear-icon representing INTELLIGENCE, for a foot.

Some icons are shown along the top half of the screen but the few that are recognisable are incredibly ridiculous. Having a cloud to represent weather and a key for clock winder are not exactly the innovations of the year. When you do go to the weather information itself you're given the totally amazing ratings of POOR, GOOD, etc. Is this really going to help you win a major battle in the Second World War?

The main problem I found with **Guadalcanal** is that it it just too involved. The large instruction book could have been condensed into one inlay, as even with this mighty tome in your lap you still won't have a clue how to do something as simple as changing positions. After much toying I found that I had to go through five menus and back again without making a single mistake if I wanted to move a unit.

I managed to get about halfway through the game before getting totally and utterly stuck. My battle was about to come to a halt and I wound the timer on to see happened when I lost. (The simple, short message along the lines of "You lose", didn't aid the bad mood I was already in).

Put simply, **Guadalcanal** is much too complicated, which makes it bad, when it could have been very good indeed. Activision had got itself a very original storyline but the game just doesn't grip you■



FACTS BOX

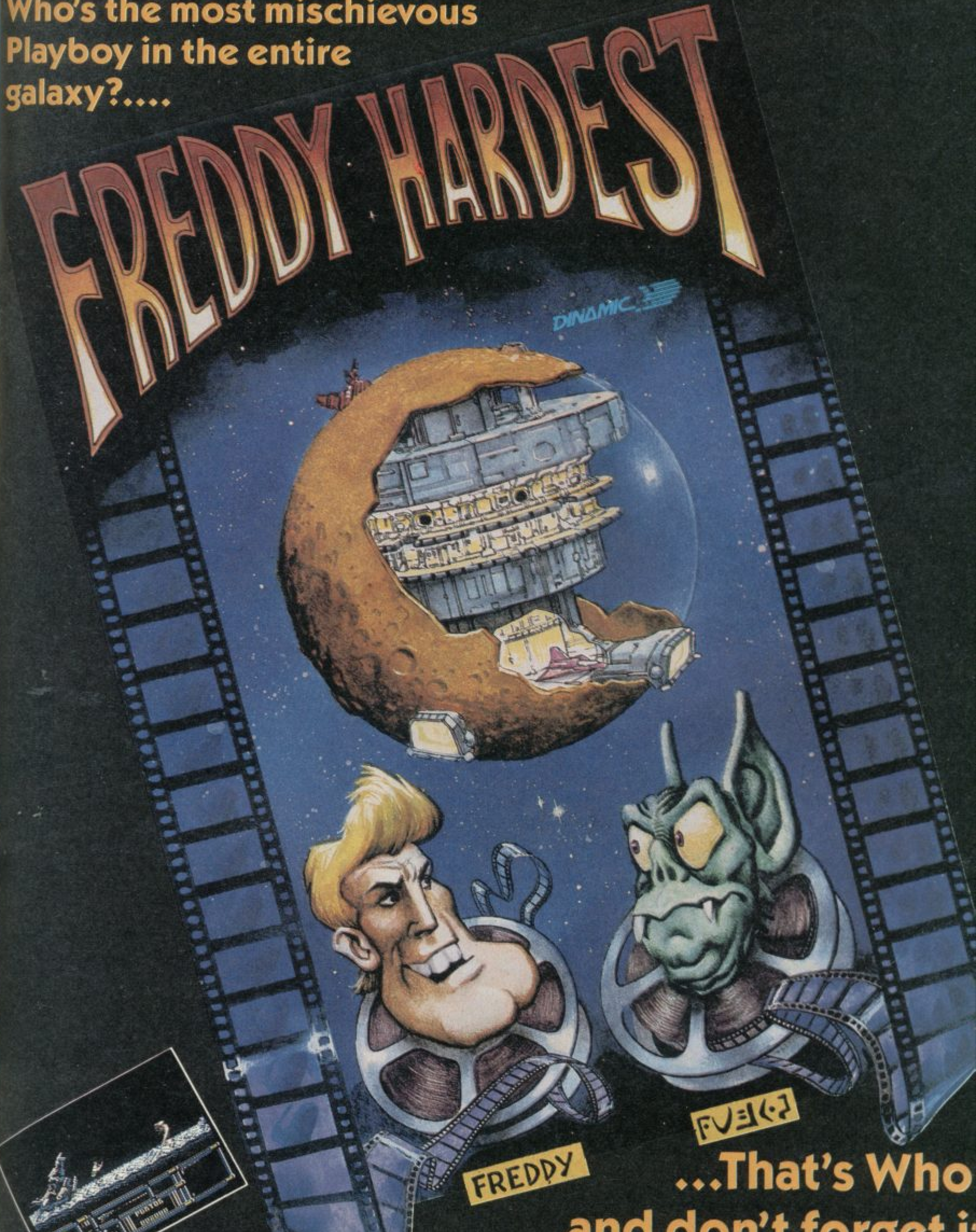
Even hardened strategists will be put off by this overcomplicated game: sadly unimpressive

GUADALCANAL
Label: Activision
Author: Software Studios
Price: £9.99
Memory: 48K/128K
Joystick: none

Reviewer: Jason Kosemary

4

Who's the most mischievous Playboy in the entire galaxy?....



...That's Who
and don't forget i

You may not believe it but he's a super-sharp counter espion agent with a big appetite for entertainment and there's nothing he enjoys m than a full blown bruise-up! Now trouble is heading his way as you help Fred recover, after yet another crash-landing, to steal a space-craft to freedom. Take man-eating ants, reptiles, robots, mutants and genetic throw-backs with Dinam latest wonderman – Freddy Hard

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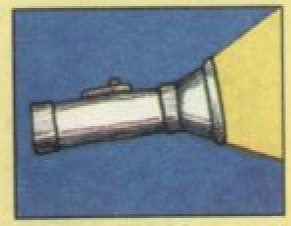
INDIVIDUAL
BONNIE SLANGFORD
Thith fabulouth thtar enrages the bear so much that he attacks **AT ONCE.** Her **STRENGTH IS 4.** If the bear uses a chainsaw to defeat her, you may turn over **ANY 2 CITY CARDS**



ITEM
Bottle of **"OLD STOAT GARGLE".** Use only **ONCE.** This will **RESTORE 3 LOST STRENGTH POINTS.** (Never greater than original level)



ITEM
STREET MAP
This allows you to turn over the cards in any city square touching the one occupied by the bear. Use at **ANY TIME,** but use only **ONCE** and then discard



ITEM
TORCH
This allows you to look into **ONE** adjacent box of your choice and turn over any cards there. There is only enough power in the battery to use this **ONCE** only



INDIVIDUAL
You must fight the **SKINHEAD.** Is he alone or is there a gang? **GENERATE A RANDOM No.** which becomes this dirtbag's strength.
"OI! OI! OI!"



INDIVIDUAL
You must fight the **SKINHEAD.** Is he alone or is there a gang? **GENERATE A RANDOM No.** which becomes this dirtbag's strength.
"OI! OI! OI!"



ITEM
AXE
When used in combat add **1 POINT** to the user's **STRENGTH. USE ANY No. OF TIMES**



INDIVIDUAL
INFORMER
The bear has met an informer. His information allows you to turn over **ANY 2 CITY CARDS** of your choice. Then **DISCARD THIS CARD FROM PLAY**



EVENT
FURRIER'S SHOP
The bear sees that his aunt has been made into a fur coat and he **RUNS AMOK!** He must go **NORTH.** As the shop has been destroyed by the bear, discard it from play



ITEM
BULLET-PROOF VEST
While wearing this, the user may **DEDUCT 2** from his **OPPONENT'S STRENGTH PTS** when engaging in combat. May be used any No. of times



EVENT
SWAMP
The bear has wandered into a swamp. He must **DISCARD** any **ONE ITEM** of his choice before he can escape. If he entered in a **JEEP** it must be **DISCARDED**



INDIVIDUAL
ESCAPED GORILLA
If you have any **HONEY** or a **SMACBURGER.** The gorilla will take it and vanish. **DISCARD BOTH CARDS FROM PLAY.** If you have neither, the bear must fight gorilla. **STRENGTH 6**



EVENT
COMBINE HARVESTER
The bear has been run over by a combine harvester. After breaking out of his bale, the bear is so angry that he may **ADD 2** to his **STRENGTH PTS** total for the **NEXT COMBAT ONLY**



INDIVIDUAL
Attacked by a **MORRIS DANCER. STRENGTH 2.** Generate a random no. and add it to his strength as there may be members of his team about.
"WHACK FOL THE DIDO"



ITEM
CHAINSAW
The chainsaw has enough fuel to be used **3 TIMES.** Each time is is used, **ADD 3** points to the user's **STRENGTH**



EVENT
THE CITY BANK
Full of lovely money. The only way to get your paws on this money is to enter this box with some dynamite and then it's yours



ITEM
JEEP
The jeep only has enough petrol to go through **ANOTHER 6 BOXES.** While in the jeep, the bear may **CARRY 6 ITEMS.** If used in combat, **ADD THREE PTS** to the user's **STRENGTH**



INDIVIDUAL
INFORMER
The bear has met with an **INFORMER** his information allows you to turn over **ANY 2 CITY CARDS** of your choice. Then discard this card from play



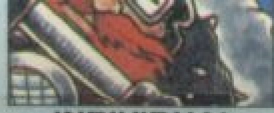












INDIVIDUAL

MOTORCYCLE GANG

Generate a random no. **4 AND ABOVE** and they like the look of the bear and leave him alone. **3 AND BELOW** and a fight breaks out. They attack at **STRENGTH 6**



ITEM

HONEY. Use only **ONCE.** Restores **1 STRENGTH POINT.** (Never greater than original level)



INDIVIDUAL

THIEF

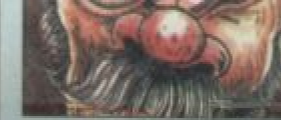
Generate a no. If it is **4 OR MORE,** lose **1 ITEM** of your choice and discard it from play. If the no is **3 OR LESS,** the bear must fight the thief whose **STRENGTH IS 2**



ITEM

MACHINE GUN

The machine gun has enough ammo to be used **2 TIMES.** Each time it is used, add **4 POINTS** to the users **STRENGTH**



INDIVIDUAL

ENRAGED FARMER

STRENGTH 3. If you have already disposed of the hippy he will let you pass through this box without combat, if not you must fight him



INDIVIDUAL

Kill yourself a **HIPPIE. STRENGTH 1.** It's pathetic really. If you destroy this perennial weed using your chainsaw, you may turn over **ANY 2 COUNTRY CARDS** you wish – a bonus from the local farmers



EVENT

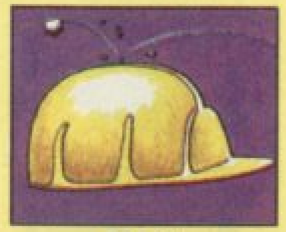
NEUROVISION SONG CONTEST. Generate a no. If it is **3 OR LESS** then the bear has won with "Pling Bong a Bong". **IF 4 OR MORE** the bear loses and runs amok! He must go **SOUTH.** Discard from play as the lovely hostess has been mashed



EVENT

STRUCK BY LIGHTNING

Any dynamite in the bear's possession. **EXPLODES** and is **DISCARDED FROM PLAY. LOSE 1 POINT** from **STRENGTH**



ITEM

HARD HAT

While wearing this, the user may **DEDUCT 2** from his opponent's **STRENGTH** points when engaging in combat. **USE ANY No. OF TIMES**



INDIVIDUAL

TRAFFIC WARDEN

Your jeep has been impounded. To get it back, you must beat the traffic warden in combat. **HER STRENGTH IS 3.** If you leave the combat the jeep must be **DISCARDED FROM PLAY**



ITEM

MOONSHINE

Use only once. This will **RESTORE 3** lost **STRENGTH POINTS.** (Never greater than original level)



INDIVIDUAL

A VAMPIRE attack

The bear should never have gone to investigate that gloomy old house.

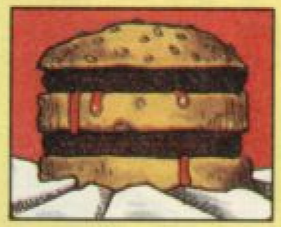
VAMPIRE: STRENGTH 4

Each time the vampire wins a round of combat the bear loses **2 STRENGTH PTS.** Not 1



INDIVIDUAL

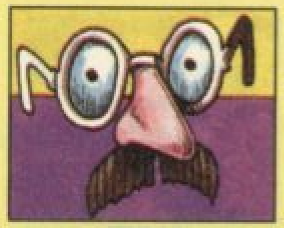
You must fight **MARY BRIGHTHOUSE,** founder of the League of purity, Mary has a **STRENGTH OF 6.** If she wins a round of combat, any cards which have been turned up must be turned face down. This applies anywhere except this box



ITEM

BIG SMACBURGER

Use only once. **RESTORES 1 STRENGTH** point. (Never greater than original level)



ITEM

DISGUISE

This may be used only once. You may pass through the **NEXT TWO BOXES** without turning over the cards. You may not pick up any items. After use the disguise falls apart. **DISCARD IT FROM PLAY**



INDIVIDUAL

PUNX

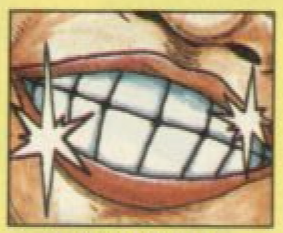
A PUNK attack! **STRENGTH 4.** You must hurt them



ITEM

DYNAMITE

This dynamite may only be used in combat, the user **AUTOMATICALLY** wins that round. Only dynamite can be used to break into the bank



INDIVIDUAL

TERRY BROGAN

The bear meets this well-known TV personality and driven mad by his inane banter, **RUNS AMOK!** He must go **EAST,** as T.B. has been eaten, discard him from play



ITEM

DYNAMITE

This dynamite may only be **USED ONCE.** If used in combat, the user **AUTOMATICALLY** wins that round. Only dynamite can be used to break into the **BANK**



EVENT

SEWER ENTRANCE

If the bear is on foot (may leave jeep), he may enter the sewer and pass **UNDER TWO SQUARES** without turning over the cards. May go N, S, E or W. Once turned over **DISCARD!**



ITEM

SHOTGUN

This may be used in combat only once. **ADD 3 POINTS** to the user's **STRENGTH,** then **DISCARD FROM PLAY**



INDIVIDUAL

NEDDY GRUMBY

This rural moron sends the bear to sleep with his monotonous drone. When he wakes up, Neddy has run off with one item of your choice. **DISCARD** this card and the item from play




BADLANDS
BADLANDS
BADLANDS
BADLANDS
BADLANDS
GRIZZLY CITY
GRIZZLY CITY
GRIZZLY CITY
GRIZZLY CITY
BADLANDS
BADLANDS
GRIZZLY CITY
BADLANDS
BADLANDS
GRIZZLY CITY
GRIZZLY CITY

THUNDERCEPTOR



Well this is a bit of a bolt from the blue. And has Ernieware, the Dutch company behind **Thunderceptor** and a couple of forthcoming Go! releases, anything to offer? You bet your giveaway plastic spaceman it does!

Thunderceptor is basically a highly straightforward shoot-'em-up, although there are elements of low-key strategy. Nothing to put off dedicated blasters though.



It's in fact very, very similar to Firebird's **Side Wize** (see SU 66), although the sprites are quicker and the movement patterns more predictable.

Once the game has finished its rather temperamental *Load*, a fairly serious-looking menu screen will appear. Don't be put off. It's all very simple. Just flip through your Service Record – where information on your past performance and any medals you've won can be found – and choose how to arm your ship. You only get a set amount of energy and you choose how you distribute it – shields, your normal phasor or your super-fast phasor.

You get the general idea. Anyway, once you've got through all of this and into the gameplay, you realise what a nice piece of programming **Thunderceptor** is. Your ship (a three-bowed effort) moves across the screen with *incredible* speed. All you have to do is slightly touch the joystick, and you'll go zooming off all over the place.

All the time, as you're heading across the screen, little stars scroll from the right to the left with varied speed, giving a reasonable impression of depth. Every time you alter your vertical position, your craft pleasingly rolls one way or the other before settling down once your course has stabilised.

Not that there's much time to dither around admiring the graphics. Enemy ships appear right from the word go. No easily wasted space-divs these. They spin and manoeuvre just as swiftly as you, and aren't averse to slinging a few laser bolts in your direction.

After despatching a wave or so of these guys (they come at you in pairs) you'll find yourself battling your way through a storm of pink fluffy things. Meteorites, apparently. Shortly you'll come up against one of the larger ships. These have fleets of smaller fighters flying on convoy to protect them. You'll have to take out the fighters and go to super-phasor mode to pick off the big ships.

FACTS BOX

Old hat with new life injected. Nippy little fly-about for first-time buyers or enthusiasts alike

THUNDERCEPTOR
Label: Go!
Author: Ernieware
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆
★★★★☆ **8**





At the end of each level, you return to the main menu and select from the options of inspecting your record, re-arming your ship or embarking on the next stage. At this point, you can also save your ranking

Thunderceptor, underneath all the trappings, is really just a high quality space-blast. There's obviously nothing wrong with this, although you should be aware of the fact in If it's an original idea you're in search of, **Thunderceptor** won't provide it.

If you're happy to go for a slick shoot-out with the fastest sprites this side of Clogaville, it's a damned sight better than a poke in the eye with a nail ■

PROGRAMMERS

ERNIEWARE are a Dutch company who haven't actually had a great deal of work published in this country. With the **Americas Cup Challenge** from US Gold out last year, **Thunderceptor** and **Fast and Furious** are their only games.
SOFTOGRAPHY: **Americas Cup Challenge** (*US Gold*, 1986)



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KAMIKA

THIS

Kamikaze bear is on the run and getting short of dosh. Ever resourceful, he decides that a bank raid is the only quick way to solve his problems. There is one small obstacle, the bear doesn't know where the bank is. He's sure that it's somewhere in the city all right, but exactly where – well that's a little more difficult. Not only does he not know where the bank is, but he doesn't have any equipment either. Some dynamite is vital. Maybe he can pick up some on the way into town, always assuming that he makes it past the crazed inabitants in one piece . . .

BEFORE YOU START TO PLAY

Before you start to play the centre pages (where the staples are) of the magazine must be removed with care, as they contain cards that you will use in the game. The pages should be cut up into individual cards, twenty city cards and twenty country cards. If you plan to play the game often it might be better to photocopy the backs and fronts of the cards and mount them on thin card to make the set more durable. You also need to type in the computer program below (bet this'll be the first time you've actually used Basic for ages!). It will keep track of the boring details . . . or you could use a pen.

Divide the cards into two piles, one of City cards and one of Country cards. Shuffle each pile independently, keeping them face down.

Generate the first position using the computer program, and deal the top card from the City pile, face down, onto the game board. It should be placed in the City box on the game board bearing the number that you have just generated. Continue doing this until all the City cards are assigned to numbered boxes on the game board. It does not matter if a box contains more than one card. Repeat this procedure with the country cards, assigning them, face down to country boxes.

Cut out the Kamikaze counter and place it in the "Bear Starts Here" box on the game board. The bear can carry **3** objects and starts the game with 8 Strength Points, enter this in the Bear's strength box.

HOW TO WIN

One of the City cards is the City Bank containing all that delicious money that the bear needs so desperately. In order to scoot with the loot, the bear must locate the box containing the bank card with a dynamite card in his possession in order to blow open the strongroom. Then, Banzai! – He has won the game.

Though not vital (if you prefer pen and paper) **Kamikazi Prog** will keep track of scores, combat points and all that sort of stuff. Type in, *Save* it tape. *Load* and *Run* in the usual way . . .

HOW TO PLAY

The counter representing the bear may move into any adjacent box. If the box is empty, he may move on to the next adjacent box. Note, the bear may only be moved north, south, east or west. **He may not move diagonally.**

If the counter moves into a box with a card in it, the card should be turned over. If the card is an **Item** card and the bear thinks that it might be useful to carry along on the journey, it should be removed from the board and laid out in front of the player so that the card's text can be easily referred to. Some cards may be used only once, while some may be used a number of times. If an item may be used more than once, enter the **Item** File to modify its record, each time it is used. When an item has been used for the maximum time permitted, discard the relevant item card from play. If the bear wishes to swap one item for another in the course of the game and the item he wants to leave still has some use left in it, then that item should be left face up in the square where the exchange took place.

If the card in the box is an **Event** card, the bear must comply with the instructions on the card, whatever they are. Some **Event** cards are discarded after the event has happened and it will tell you so. If it does not state that the event card is to be discarded from play, then it should be left face up in the box where it was found.

Should the card in the box prove to be an **Individual** card, then the bear may react to it in a number of ways. If the card states that you "have been attacked" or "you must fight" an individual, you must engage him or her in **combat.** If you win the **combat** (see later), the card is removed from the board and discarded from play. If the bear withdraws from combat, then the card should be turned face down again until the next time the box is entered. If the card has instructions other than one stating that you should fight the individual, these should be followed carefully. If it states that the card should be discarded from play, then do it at once. If it does not state that the card should be discarded from play, then just leave it **face up** in the box where it was found.

Should the bear enter a box with more than one card in it, they should all be turned over, but in such a way that the card which was on the top of the pile when they were face

```
   1 REM Bear goes banking...
   5 BORDER 0: INK 6: PAPER 0: CLS
   6 LET bear=8: LET items=0: LET v=0: L
ET maxitems=3: DIM i(6,3): DIM i$(6,12):
 LET j$="Enter Jeep": LET com=6: LET jee
p=0
  10 PRINT "Setup. Press P for a"'"card
position, or G to go"''
  20 GO SUB 1010
  30 IF k$="P" THEN PRINT FN r(27);"  ";
  40 IF k$="G" THEN GO TO 60
  50 GO TO 20
  60 INK 5: CLS : PRINT AT 0,0;"Game in
progress"''"Bear is at strength "; BRIGH
T 1;bear; BRIGHT 0'''
  70 IF items THEN GO SUB 8000: PRINT ''
  80 PRINT "Command input:"''
  90 PRINT "/";: RESTORE 700: READ cl: D
IM c$(cl): DIM v(cl): FOR f=1 TO cl: REA
D b$: READ v(f): PRINT INVERSE 1;b$(1);
INVERSE 0;b$(2 TO );"/";: LET c$(f)=b$(1
): NEXT f
 100 GO SUB 1010
 110 FOR f=1 TO cl: IF k$=c$(f) THEN GO
TO v(f)
 120 IF bear=0 THEN GO TO 500
 130 NEXT f: GO TO 100
 700 DATA com,"Combat",2000,"Get Item",4
000,"Use Item"+CHR$ (13),5000,"Lose Item
",3000,"Random numb"+CHR$ (13),7000,j$,6
500+jeep
1000 DEF FN r(x)= 1+INT (RND*x)
1010 LET k$=INKEY$: IF k$="" THEN GO TO
1010
1015 IF k$=INKEY$ THEN GO TO 1015
1020 IF k$>"Z" THEN LET k$=CHR$ (CODE k$
-32)
1030 RETURN
2000 CLS : FLASH 1: LET flag=0: FOR i=1
TO 32: PRINT INVERSE flag;"COMBAT";: LET
 flag=NOT flag: NEXT i: FLASH 0
2010 LET cs=0: LET es=0: PRINT ''''; IF
NOT items AND NOT jeep THEN GO TO 2050
2015 IF items THEN GO SUB 8000
2016 IF jeep THEN PRINT items+1;") Jeep
       +3 -0"''
2020 PRINT "What item do you want to use
?"'"(0 for none)"
2030 INPUT ii: IF NOT ii THEN GO TO 2050
2035 IF ii>items AND NOT jeep THEN GO TO
 2030
2036 IF ii=items+1 THEN LET cs=3: GO TO
2050
2040 LET cs=i(ii,1): LET es=i(ii,2): IF
i(ii,3) THEN LET i(ii,3)=i(ii,3)-1: IF N
OT i(ii,3) THEN GO SUB 3030
2050 PRINT "Any extra strength for you?"
: INPUT x: LET cs=cs+x
2060 PRINT "Enemy strength?": INPUT e: L
ET e=e-es
2070 PRINT "Enemy weapon strength": INPU
T ew: LET e=e+ew
2075 PRINT "Press V if you're fighting a
 Vampire, or N if not": GO SUB 1010: IF
k$="V" THEN LET v=1
2076 IF k$="N" THEN LET v=0
2080 PRINT ''"HACK! ": PAUSE 50: LET e=e
+FN r(6): PRINT "THWACK!!! "''; LET cs=c
s+bear+FN r(6): PAUSE 50
```

AZE BEAR in PAWS IV

'S TIME IT'S GRIZZLY

down remains on the top when they are turned over, the card which was second from bottom remains second from bottom etc. **The cards must remain in the order that they were in when first stacked face down.**

If the top card is an **Item** and the bear wants to pick it up, he may do so, before complying with the contents of the next card. If the bear does not want the item, it should be returned **face up** to the bottom of the stack.

If the top card was, or is now, an **Event,** then the instructions on the **Event** card should be followed before any further play. If the event card states that it should be discarded from play, that should be done after following the instructions. Otherwise, it should be left in the stack.

If at any time, the bear is forced to leave the box where the cards are stacked, whether as a result of combat or because of an instruction on a card, the following happens: Any **Individual** cards are turned **face down,** while retaining their position in the stack. Any **Item** cards are left **face up,** while retaining their position in the stack. Any **Event** cards are turned **face down,** while retaining their position in the stack.

RUNNING AMOK

When the bear receives the instruction to **Run Amok,** the card containing the instruction is discarded and any other cards in the same box are turned face down. To **Run Amok,** the bear must travel in the direction indicated, turning over cards as he goes, until he reaches a box occupied by an individual. If during this movement, he reaches the edge of the game board before he meets anyone, he turns to the next clockwise direction and moves on until contact with an individual is made. Any **Item** or **Event** cards he passes through in his rampage, are ignored and turned face down again as he leaves the box in which they were discovered. On entering a box occupied by an **Individual** card, the bear must engage that individual in combat. All the normal rules of combat and stacking apply, the only difference being that for the **first round of combat only, the bear's strength points are doubled.** Any loss in strength points that the bear may have incurred during this round of combat are deducted when the bear's strength total is back to normal.



Any individual that would normally be helpful to the bear, and, as a result, has no strength value on his card at all is automatically defeated by the bear without any need for combat (or, in fact, chit chat of any kind).

COMBAT

When the bear must (reluctantly, naturally) engage in combat with any individual, first add together the bear's strength and that of any weapon he wishes to use (he may only use one at a time). Generate a random number on the program and add it to this sum to get the bear's total strength for the current round of combat. Add togehter his opponent's strength, the strength of any weapon used, and a random number to represent the individual's total strength for the current round of combat.

If the bear has a higher total strength than his opponent, then his opponent has been slain and their card is discarded from play. The bear may then deal with any other cards stacked in the same box.

If the bear has a lower total strength than his opponent, then he has lost a round of combat and **loses 1 point of strength.** The bear's **Strength Total** should be amended to reflect this. If the bear decides to enter another round of combat with the individual, the same process of calculating relative combat strengths is carried out as in the previous round. If the bear decides not to fight, he may move back to the box occupied **on the turn before entering combat.** If he elects to do this, any **Weapon** card he used in the combat is placed directly under the individual card representing his opponent. Both the **Item** and **Individual** cards are placed face down.

If the bear and his opponent have the same total strength score, then no-one is harmed and another round of combat is fought out.

If the bear's strength drops to zero the game is over and that's it, you've lost and nobody will speak to you.

```
2090 IF cs>e THEN PRINT "You win! The en
emy is slain."
2100 IF e>cs THEN PRINT "Um. A temporary
 setback...": LET bear=(bear-1)-v: IF be
ar<1 THEN GO TO 9000
2110 IF e=cs THEN PRINT "A draw. Try aga
in."
2120 PRINT ''"Press any key": GO SUB 101
0: GO TO 60
3000 IF items THEN GO SUB 3010: GO TO 60
3005 PRINT ''"No items - press any key":
 GO SUB 1010: GO TO 60
3010 CLS : PRINT "Item Deacquisition:"''
': GO SUB 8000: PRINT ''
3020 PRINT "What item do you want to los
e?": INPUT li: IF li> items THEN GO TO 3
020
3030 IF li<items THEN FOR f=li TO items-
1: LET i$(f)=i$(f+1): LET i(f,1)=i(f+1,1
): LET i(f,2)=i(f+1,2): LET i(f,3)=i(f+1
,3): NEXT f
3035 LET items=items-1: RETURN
4000 CLS : IF items=maxitems+jeep THEN P
RINT "Your paws are full. Press any   ke
y (with your nose).": GO SUB 1010: GO TO
 60
4010 PRINT "Item Acquisition:"''
4015 LET items=items+1
4020 PRINT "Name of item? ";: INPUT i$(i
tems): PRINT i$(items): PRINT "Points fo
r you? ";: INPUT i(items,1): PRINT i(ite
ms,1): PRINT "Points from enemy? ";: INP
UT i(items,2): PRINT i(items,2): PRINT "
Number of times it can be used  (enter 0
 if no limit) ";
4030 INPUT i(items,3): PRINT i(items,3)
4040 PRINT ''''"Press any key": GO SUB 1
010: GO TO 60
5000 IF NOT items THEN PRINT ''"No items
 - press any key": GO SUB 1010: GO TO 60
5005 CLS : PRINT "Item utilisation"''
5010 GO SUB 8000: PRINT ''
5020 PRINT "What item?": INPUT li: IF li
>items THEN GO TO 5020
5030 LET bear=bear+i(li,1): IF bear>8 TH
EN LET bear=8
5040 LET i(li,3)=i(li,3)-1: IF NOT i(li,
3) THEN GO SUB 3030
5050 GO TO 60
6500 LET j$="Leave Jeep": LET jeep=3: GO
 TO 60
6503 LET j$="": LET jeep=0: LET com=com-
1: IF maxitems>=items THEN GO TO 60
6510 LET z=items-maxitems: PRINT "You mu
st lose ";z;" items."
6520 FOR f=0 TO z: GO SUB 3010: NEXT f:
GO TO 60
7000 FOR f=1 TO 20: PRINT AT 17,0;"Today
's lucky number is ";FN r(6);" ": FOR g=
1 TO f: NEXT g: NEXT f
7020 PRINT ''"Press any key": GO SUB 101
0: GO TO 60
8000 PRINT "Items are:"'': FOR a=1 TO it
ems: PRINT a;") "; i$(a);"+";i(a,1);" -"
;i(a,2);" ";(", "+STR$ ( i(a,3))+" left"
 AND i(a,3)): NEXT a: RETURN
9000 CLS : PAUSE 50: PRINT ''"You are te
mporarily dead (I liedabout the temporar
ily bit). Go  away, corpse.": STOP
```

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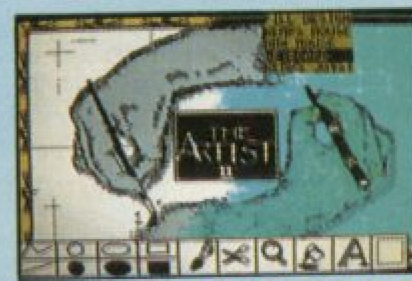
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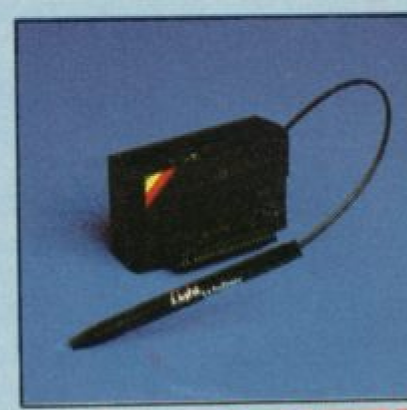


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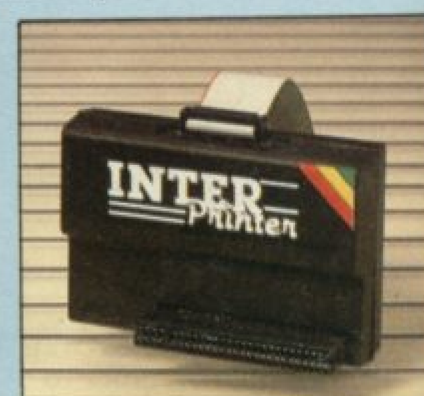
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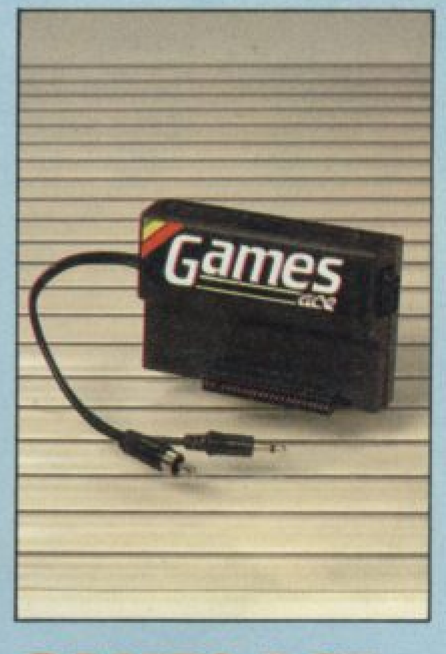
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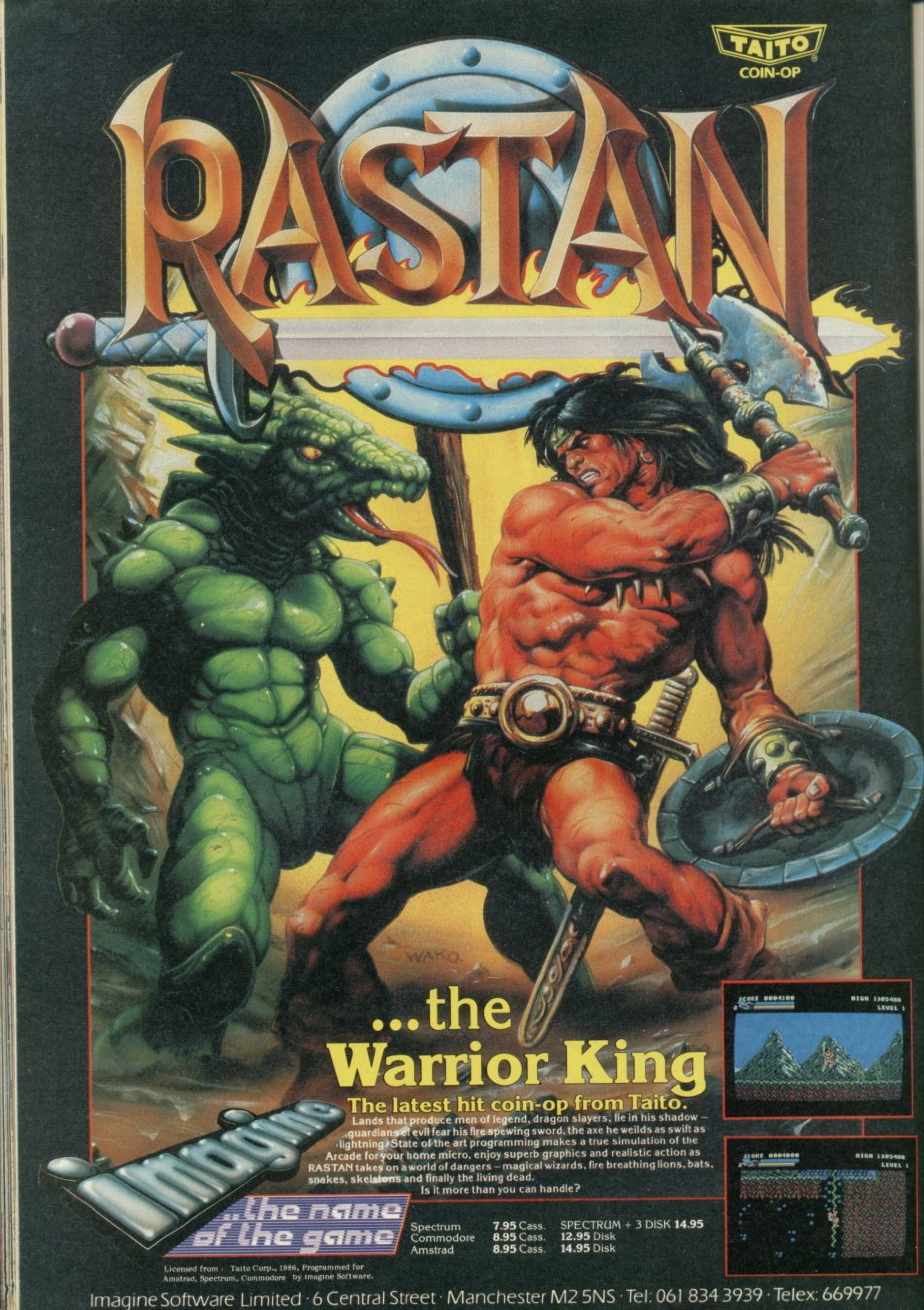
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RYGAR

ARCADE REVIEW

It's a funny thing – Time. You can blame lots of things on it.

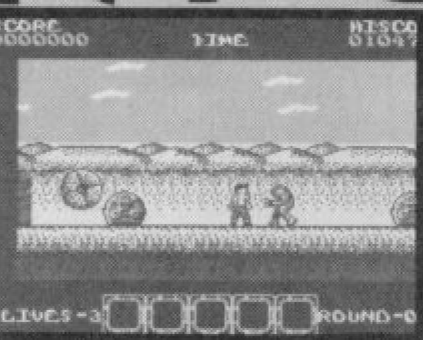
The plot of the game hangs, y'see, on the fact that Time is everyone's worst enemy and it's therefore necessary for this person to slaughter a few dozen creep-crawlies.

Thus, we see **Rygar** leaping about the place in his standard issue, Superhero, fur-lined loin cloth, offing the opposition and blasting his way through rocks which turn, wonderously, into bonus armour

Given all the gear that he's entitled to lug about, **Rygar** is a sad little superhero of sorts. He's a flickery, piddly little sprite with no facial details whatsoever. And that's indicative of the graphics all the way through. They're tacky, titchy and chock-a-block full of attribute clash.

The landscapes are typical of this sort of game. Wilderness, rocks, trees, lakes to fall into. In fact, it's a stunningly unoriginal game to begin with. So the general naffness of the graphics is doubly unforgivable.

I'm not impressed with **Rygar** (you may have noticed that). Yes, there is a slight amount of entertainment value here. It's a game that's playable, but only in the sense that all games of this nature are. There's no denying that kill, kill, kill is fun, but there's nothing that lifts it out of the ordinary, and there really ought to be. All in all, **Rygar's** a bit of a waste of what could have been a damn good game■



FACTS BOX

Although it's moderately entertaining, Rygar is a strictly run-of-the-mill experience, and is not worth busting a gut for

RYGAR
Label: Go!
Author: Probe
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★☆☆ ★★☆☆☆ 5

BRAVE STARR

Oh. This sounds nice. **Bravestarr** is another offering from the Go! people.

Bravestarr is a western superhero from space. Confused? Well, he's in the mould of a classic square-jawed cow-poke (oo-er) and must deal with a band of low down stinkin' varmits, but instead of blasting their shootin' hands with a .22 slug, he has a laser pistol. Instead of unshaven bad guys to fend off, he has peculiar looking people in outsized baggy suits. Possibly members of Talking Heads.

Bravestarr himself is pleasingly drawn, being every millimetre the tall, dark and reasonably cleanly defined hero you would expect.

You'll find yourself under attack from the bad guys, prairie dogs and floating bits of tumbleweed. Problems occur when stacks of the things appear all at once. You simply get swamped, and can't be expected to shoot them all. Not entirely fair.

Entering any of the buildings is very uninteresting. Each location (including caverns etc) is poorly depicted with blocky graphics. A list of options (Leave, Talk, Examine) comes up on the screen and you can select one with the joystick.

Travel is assisted by jumping on a jet-saddle, when everything gets like **Defender** and you zoom along, getting bombarded by flying things and not having a great time.

If only there was a little more atmosphere, **Bravestarr** could have been an interesting game. As it is it holds no interest after the first few minutes of play■

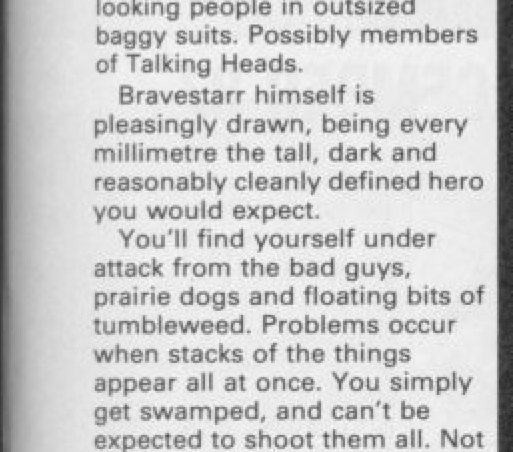
FACTS BOX

The Speccy goes West. Highly mediocre and utterly unexciting offering from people who should know better

BRAVESTARR
Label: Go!
Author: Probe
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★☆☆☆ ★★☆☆☆ 4



ALIENS

If you're going to pay mucho money for a film tie-in licence, I would have thought that it would make sense to bring the game out while the film was still doing the rounds, or at least fresh in everyone's minds. Oh, and to make the game quite good as well.

A sense of doom first sets in when you realise that **Aliens** consists of six separate arcade games, strung together to recreate sections of the fabby film. While the Activision **Aliens** sensibly made a very good job of representing one section in detail, **ED Aliens** does a sloppy job of six wee gamettes, none of which conjure up much excitement at all.

The first boring bit is identifying the equipment used. Since most of us can tell a gun from a helmet without needing a training course, this isn't much of a challenge.

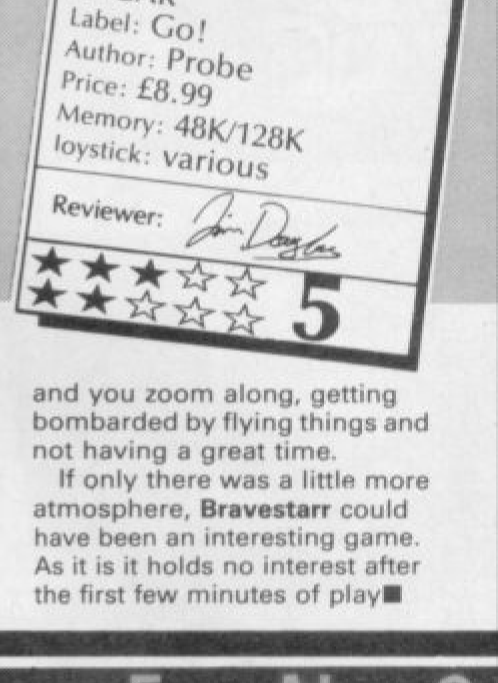
Then, after umpteen tape loads, we finally get to the first part of the game. And deary me, it's that tedious old pilot-your-spaceship-through-a-series of wobbly-concentric-circles idea, first seen in the venerable **Master of the Lamps.** If you can survive the excitement, you get an entry code to the next level, which again is loaded from tape.

The best part of **Aliens** (which unfortunately bears a good deal of resemblance to the Activision version of the game) takes place in the system of tunnels leading to the Atmospheric Processor. You have four marines to control, switching from one to another with the number keys. Each has a status display showing general health, and whether any aliens are nearby. If this turns red, indicating that the marine is in Alien hands (or claws), you must immediately guide another marine there and blast your buddy free.

The next bit is a sort of horizontal Space Invaders. Then a dismal maze-game.

Then it's back to the tunnels again, this time in a solo mission trying to find the lost Child Newt!

On the whole, a pretty badly-conceived and poorly executed effort, not a patch on the Activision **Aliens.** They say that there are some place in the Universe you don't go alone. There are also plenty where is just isn't worth the effort■



FACTS BOX

A "Superman" for 1987? Not a patch on the other "Aliens", this one never recaptures the excitement of the film

ALIENS (US VERSION)
Label: Electric Dreams
Author: Mr Micro
Price: £9.99
Memory: 48K/128K
Joystick: various

Reviewer: Chris Jenkins

★★★☆☆ ★★☆☆☆ 5

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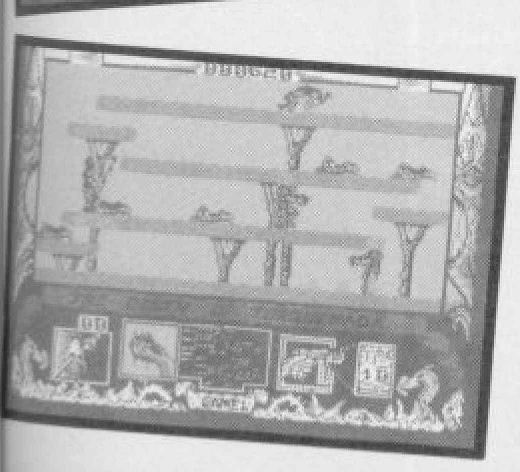
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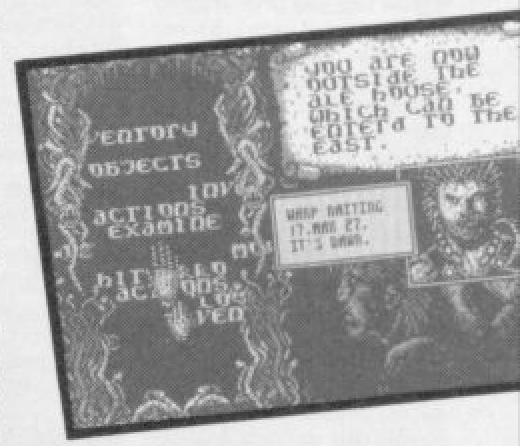
The man behind the Spectrum version of Slaine **the most original comic-strip conversion this year has words with us on a number of subjects ranging, it would seem, from latex evening wear to antique stoat wraps**







How long have you been involved with Creative Reality?
Well, I founded it with Dave Dew a couple of years ago, so I've been involved from the very beginning.
Are you all avid readers of ***2000AD***?
Yes. Both Dave and myself have been reading it for ages.
How did you get into this wonderful old industry, then?
I got involved in just about the same way as everyone else, I guess, with the ZX81. Then I got hold of a Spectrum, and it was around that time that I started to program for Automata. I was writing stuff like Pi-Balled **and** Bunny **as far back as 1983. It was because I spent all my time writing** Pi-Balled **that I failed my Computer Science A level.**
Very, er, impressive. When you're in the pub and someone asks you what you do for a living, do you always admit to being a computer programmer?
Erm. It depends really. No, not if they're female. Programming does seem to have kind of a bad reputation. I usually say that I'm self-employed or something.
Are there any other programmers you admire?
Jeff Crammond, the guy who did Revs **on the BBC and** Sentinel. **I liked** Sentinel **because it was just so original**
You go a lot on originality, then?
Oh yes. I can't stand all the arcade conversions around at the moment. I don't think I'd do one even if I was asked. I think I'd turn it down.
Talking about keeping things down, what sort of food do you like?
Pizzas. I really love pizzas. Don't go much on fast food though. I hate McDonalds. Why do they always put gherkins in them? Nobody eats the things. The best burgers I've come across are at Uncle Sam's here in Portsmouth.
What's your favourite season?
Summer. Definitely. I hate the rain.
Did you go anywhere nice for your last holiday, then?
No. I stayed in Portsmouth. The weather was okay, in fact. I've never been abroad. Unless the Isle of Wight counts.
How would you describe yourself?
Oh, I'm incredibly messy. I've got spikey hair, around six ear-rings, and I'm very spotty.
Where do you get your clothes?
Mainly in Portsmouth. I shop just about anywhere. There are some jeans shops that I go to that sell special things, as well as just denim. Oh, this isn't for publication is it? Yes? Oh, er, well I definitely don't go to C+A. Funny jeans shops maybe, but not C+A.
What sort of music are you into?
Lots of stuff. Kate Bush, Tina Turner, Prince, David Bowie and I'm <u>really</u> into Gary Numan. No-one else is, but I am.
Have you ever heard of Matt Johnson?
Oh, the guy from The The? Yeh. He's okay. I quite like them.
What's your most treasured possession?
Er, I've got a truly horrible Stoat wrap thing. You know, the things you put around your neck to keep you warm. It's awful. There's a couple of legs missing, but I've had it ever since I can remember.
Do you still play computer games?
Not as much as I used to. Everything is crap these days. All the arcade licences. Awful. Paperboy **must be the worst game I've ever seen.**
What's your favourite TV show?
***Moonlighting,* probably. I like the *Great Egg Race* too. I can't stand anything with Jonathan King in though. Or Wogan.**
If you could be a different person, who would you be?
I'm quite happy being myself, really. Though I wouldn't mind being someone close to Kate Bush.
What are your dreams like?
Very nice thank you.





SOFTOGRAPHY

Bunny (Automata, 1983), **Pi-Balled** (Automata, 1983), **Pi-in'eer** (Automata, 1984), **Colourscape** (Martech, 1986), **WAR** (Martech, 1986), **Tarzan** (Martech, 1986), **Nemesis the Warlock** (Martech, 1987), **Slaine** (Martech, 1987)

IF you reckon we're talking rubbish don't just stand there . . .
Tell us what you
Stick your comments on paper, fill in and cut out the coupon below and send it in . . .
And if you don't send us your picture – the sillier the better – we'll have to print a picture of a slug



Wizball
Ocean

How can you give Wizball 10 stars I don't know. The only thing that's good about it is the graphics! The rest is a load of complete and utter rubbish. The gameplay is boring, dashing around and filling up little pots with pretty colours is *not* my idea of fun. After playing Wizball for 2 hours, I had become thoroughly bored. So I've put it at the back of my cupboard, never to see the light of day again. My advice to anyone thinking of buying this game is DON'T. Dull, dull, dull■

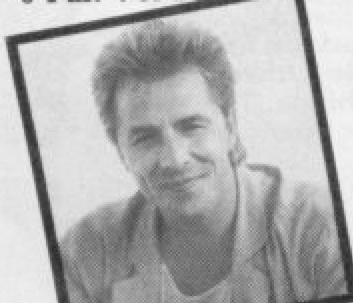
Nicholas Ralph
Acomb
York
Game Choice:
Gunship

Stormbringer
MAD

Stormbringer! – four stars you say? You have under-rated one hell of a good game. It deserves a Classic, if not a triple Classic!

David Jones is well on form again, the graphics are up to Magic Knight's standards, and gameplay is fine. Stormbringer is well represented and the super "windomation" is again in action. I'm one of thousands (well, at least two, my mate's got a copy) of proud owners of Stormbringer, and at £2.99 it's a giveaway. Anyone who hasn't already should buy it now. MAD on form again■

Steven Bass
Birmingham
Game Choice:
6 Pak Vol 2





Renegade
Ocean

I totally agree with your review of Renegade, since I bought it I have been addicted.

The sound is excellent, with some brilliant tunes for the 128K, and the punching and the kicking sound is quite realistic. But it's the quality of the graphics that really polish the game off, and make it a pleasure to play. I found no problems at all with this game, and it's full of what we all enjoy, utter VIOLENCE!

Well done Ocean. (Again)■

Jonathan Langford
Kings Norton
Birmingham
Game Choice:
Bubble Bobble

● *You enjoy utter violence and you're choosing a cutesy game like Bubble Bobble?*

Renegade
Ocean

Ha, yet antoher kicky-kicky game, I hear you cry, but (and that's a big but) it's brilliant, how you gave it eight stars I'll never know, it's worth a Classic at least.

I really love the bit where he kicks the thugs off their bikes or knees them in the groin. The pure agony on their faces makes you feel a lot better knowing you are helping to clean out the streets of some American town.

What makes me mad, on the other hand, is the time limit. Just as you are kicking the boss to death, you can run out of time, and have to start all over again.



But the combination of graphics and fast moving action makes it a great conversion. Well worth the eight quid■

Simon Hall
Alston,
Cumbria
Game Choice:
Hit Pak 6

● *Officer have this man arrested*



Wolfan
Bulldog

I agree with you on your review of Wolfan, except for one point. It should have got zilch stars!!!!! The game is absolutely NAFF!! The title screen is total trash, I could have done better myself. The supposed "warrior" looks like someone who has been dragged through a hedge backwards, and he runs like a demented cat. The person who wrote it must have a mangled peanut for a brain.

Finally, as a last comment, when you're fighting, the blow-up image looked like I'd spilt coffee on the screen. In your review you printed eight stars, but only gave it six. If you take away eight from six, you get its real value■

Andrew Reece
Oldham
Lancs
Game Choice:
Exolon

Exolon
Hewson

Game of the century.

This gripping, exciting romp shows warrior hero Vitorc armed with alien-destructive laser bolts and vitriolic back-pack rockets, attempting to annihilate a myriad of missile pods and radar towers.

Bonus points for taking the most dangerous routes are added at the end of every twenty screens or so in this outstanding epic struggle.



Technicoloured precision detail and great graphics highlight this 125 screen game, where even the addition of a protective exoskeleton with accompanying vicious double fire power may not prove invincible.

Will ten lives be enough? I doubt it■

Nicholas Bradford
Finchley
London
Game Choice:
Out Run



Joe Blade
Players

What more can I say but, brilliant! At £1.99 this game is a steal, far better than a lot of full-priced, hyped-up rubbish that's going round at the moment. The extra section of priming bombs gives Joe Blade the edge over straight forward shoot-'em-ups. Even though the graphics are monochromatic they are still excellent and highly detailed. How on earth you gave Army Moves 10 stars and not this is beyond me. Get it now!■

Mark Coates
Hull
North Humberside
Game Choice:
Exolon

Joe Blade
Players

Great! Brill!! Fantastic!!! These are the only words I can use to describe Joe Blade, Player's new shoot-'em-up. The graphics are superb, and I like it when Joe jumps in the air. The characters are well drawn and the objects are very clear. Deactivating the bombs is not as easy as it sounds. I also like the noise when Joe fires his gun. I think this is well worth two quid of anyone's money. It should have been a Classic■

Ian Greenwood
Oldham
Lancs
Game Choice:
Ikari Warriors

● *I think we all like it when Joe jumps into the air don't we readers?*



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The WRITE STUFF?!



Athena
Imagine

I thought I'd better write 'cos you 'orrible lot forgot to put the stars on! I'd give Athena about eight stars. It's a great game, about half a million bad guys against one good gal couldn't be any other sort could it? The only really bad point is the multi load, which is a real pain in the RS232. Graphics are great, and the bonus of being able to cause severe structural damage to the landscape is a brilliant idea. Major cute points go to the potatoes, which reminded me of a certain crisp advert. Something you forgot to put in your review was the levels and ladders element where you can climb up trees et al. If any reader wants a Fist/Spellbound/Double Take hybrid, buy this game.

Now, where's my bikini and double headed axe?■

Duncan Corps
Farnborough
Hants
Game Choice:
Xecutor and the 12" of Crockett's Theme

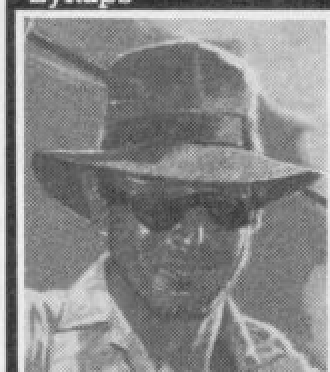
Indiana Jones and the Temple of Doom
US Gold

Indiana Jones looked great from the cover, and I could not wait to get home and play it.

I loaded it up and WOW! The graphics were great! I was totally addicted to this brill game. It was as good as the arcade version! I would give it 10 stars, because it is absolutely *fab*! I think US Gold have done a great job on this conversion, it's well worth the price. Buy it!!!!!■

Ian Thorn
Ham
London
Game Choice:
Zynaps





Indiana Jones and the Temple of Doom
US Gold

Indiana Jones and the Temple of Doom is rubbish. The graphics aren't up to much, and the only sound is a few blips.

This game is worth about four stars, I was bored after about five goes. Yet again US Gold have made another cock-up.

For £8.99 this game is a rip-off, don't buy it!■

Ian Blake
Liskeard
Cornwall
Game Choice:
Magnetron

Rebel
Virgin

How could you do it? You gave this brilliant game 8 stars. (Deadly silence). It's worth 10 stars at least! Graham Taylor must have been down the boozer and sent home in the back of a taxi to review it like that! The graphics and gameplay are brill!(And then I fainted). Give Rebel more stars!!!■

Andrew Scott
Stockport
Cheshire
Game Choice:
Exolon



Metrocross
US Gold

What does Jim Douglas think he's doing giving Metrocross only 5 stars, it deserves at least 9 if not 10 stars?

The colour is black and white, as Jim says, but I can tell the difference between the speed of cans and points cans, what is Jim Douglas, colour blind? (Only joking, Jim).



Speeding along on the skateboard is great fun, even better with a speed can as well. I agree that the first few levels are easy, but by level six things get really demanding.

I think Metrocross is well worth £8.99, so if you've got the money, go and buy it, it's great!■

Andrew Nash
Westbury
Wiltshire
Game Choice:
Last Ninja



The Armageddon Man
Martech

I am writing to complain about your review of Martech's Armageddon Man. In other words, why did you only give this game 7 measly stars? It deserved a Classic. I know it's expensive, but its addictive qualities make it a joy to play. I am a strategy fan, and for anyone else who likes strategy games, this is a must. It's the best strategy game in ages■

Stephen Armstrong
County Armagh
Northern Ireland
Game Choice:
Barbarian

Every so often — well very often actually — you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £10—er, cheque — with which to buy the software title of your choice — tell us what you plan to spend the money on if your review is printed.

One request, we want to know what you look like so send us a picture. Any old picture will do — you at home, in Ibiza, in the garden, even making silly faces in photobooths we don't care.

So get cracking — write your reviews and send them together with the completed coupon below.

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Maximum 150 words. No swearing, libel or illegibility and come out of the corner Don't beat around the bush – tell us straight what you think. Send your review (or any *recent* game) plus your picture and fill in the coupon. *send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

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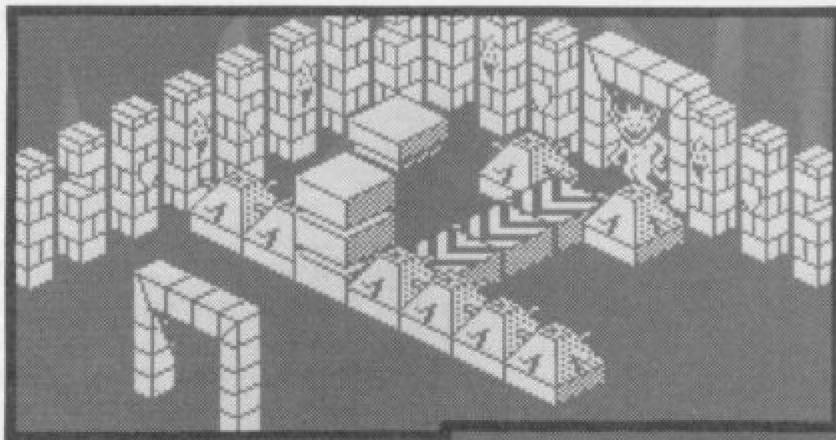
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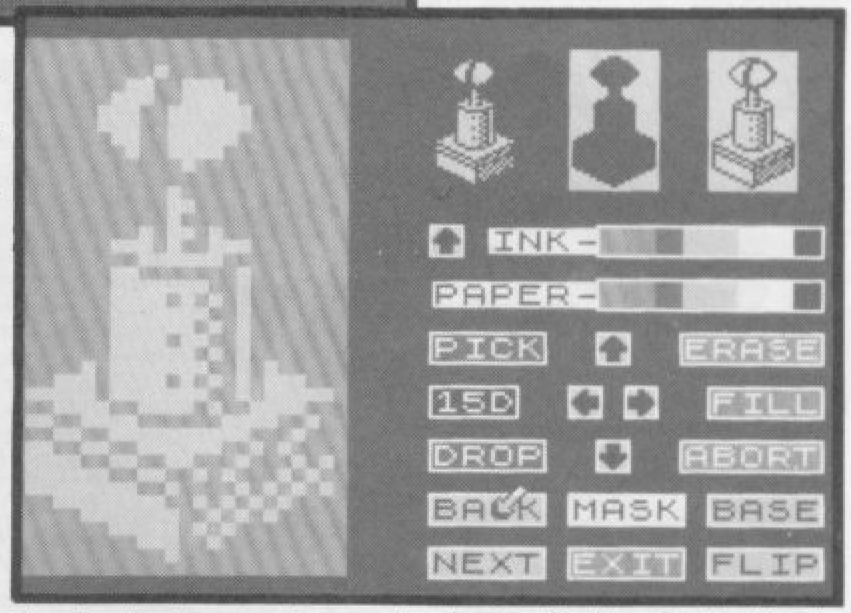
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Merry Christmas from all of us at **Verran**

They said it couldn't be done; well, it certainly took ages. But now the CRL **3-D Game Maker** is here. Those of you with long memories might remember efforts like Melbourne House's **H.U.R.G.** This allowed you to define a number of sprites, backgrounds and sound effects, select a few collision options and scoring rules, and create a simple shooty-shooty or jumpy-jumpy game. CRL's **3-D Game Maker** allows you to do exactly



3-D GAME MAKER



the same thing, but in, gaspo de gasp, perspective 3-D.

Since the introduction of Ultimate titles like **Alien 8, Knight Lore** and **Pentagram,** this sort of "isometric" game has been regarded as state-of-the-art – despite the fact that such things are now turning up regularly as budget games (look at Mastertronic's **Rentakill Rita** or Firebird's **Cylu,** for instance).

3-D Game Maker comes on two cassettes, in three parts; a Graphic Editor, a Rooms Designer and the 3-D Adventure itself. How does it all work then?

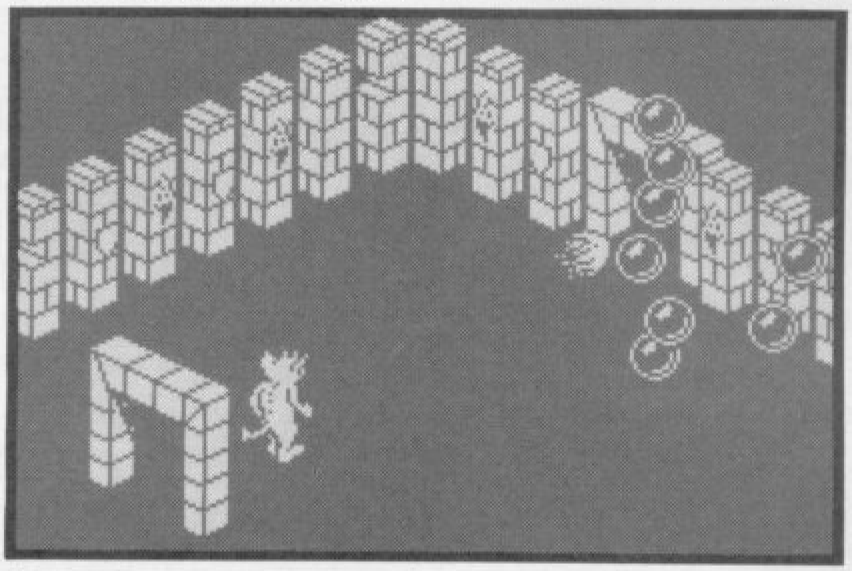
Let's start with the **Graphic Editor.** Load it up, and you can use a joystick or the cursor keys to control the command arrow. On the left of the screen is the graphic window, showing the current character either in a sixteen by sixteen or sixteen by thrity-two pixel box. On the right are all the editing commands. You can skip forwards or backwards through the seventy or so sprites provided, edit them pixel by pixel, flip, erase, fill, and scroll to your heart's content. Having designed your "sprites", use the Mask option which clears a space in the background, and the Base option which displays a 'perspective' square showing the space the graphic will take up.

Real-size displays of the sprite, the mask and the completed image appear over the option boxes. Having finished creating all your sprites, you can save them to tape for use in the finished game. The trick, of course, is that you have to design sprites from a number of different angles. The default set, for instance, contains designs for "Player Feet Coming Forward", "Player Feet Going Away", "Player Head Going Away Turned Right" and so forth. The implication is that if you want to design your own sprites, you need a lot of patience.

The same applies to the **Room Designer** program. Here, you can position objects such as doorways, trees, moving blocks, poisonous blocks, jelly-monsters, bubbles and robots to create your backgrounds. The game area is a sixteen by sixteen grid. There's a display on the left which shows the current cursor position within the room, and one on the right which shows which room you're in. A bar graph shows your height within the room, and at the top of the screen is a memory remaining indicator.

After choosing what colour you want the room to be, you choose your objects, position them on the screen using the joystick/keys, and remove the status indicators for a good look at what you're about.

Since you can place as many



or as few exits as you want, the overall shape of the game isn't limited to a 16 x 16 square. Save the room designer data, then load the 3-D adventure itself, load up your two data sets, and play away . . .

The format of the game designer allows you to move forward, left, right and backwards, jump (forward if moving, vertically if not), and release a fireball.

Mast of the features familiar from Ultimate-type games are available; you can program moving blocks, pushable blocks, conveyor blocks, disintergrating blocks, and even blocks which trail along following the player and can be used as transport. To win each game you have to find and zap the Finish Sprite; there's a cute disintegration sequence which can be programmed in at this or any other point.

The graphics routines are excellent, with particularly good use of sprite priorities as one object passes in front of another. Sounds wonderful yet I'm really not that impressed with the game. The Mr Biggy super-gigantic drawback is that you can not create free-standing games; in order to run your creation, you need to load up **3-D GM** and go through all the business of loading data sets. This is a huge and unforgivable blunder; perhaps CRL is afraid that if anyone can market free-standing games of the quality possible using **3-D GM**, their own sales will suffer.

The other problem – perhaps more understandable in view of the Spectrum's limited memory – is the lack of any provision to record scores, pick up and manipulate objects, or really define any aspect of the gamepley other than the simple interaction of the objects. In this sense, the games you can create look good, but are really half-finished. Plus which, the three-page instruction manual is terse to the point of bluntness – a lot of people will be very confused.

Worth a shot, then – but not the key to fame and fortune■

FACTS BOX

A clever package, let down by some thoughtlessness which severely reduces its practical value

3-D GAME MAKER
Label: CRL
Author: Iain Christopher Hayward
Price: £8.95
Memory: 48K/128K
Joystick: various

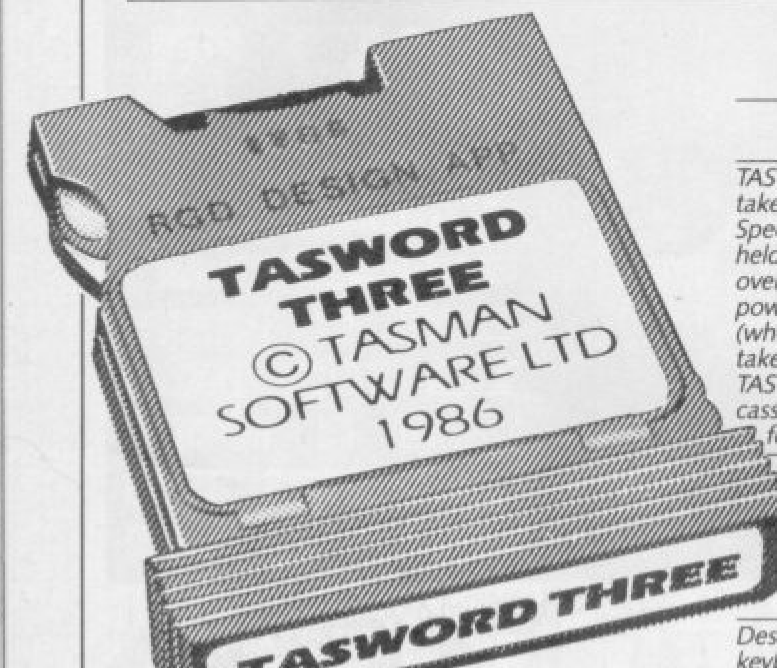
Reviewer: Chris Jenkins

★★★☆☆
★★★☆☆ **6**

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THE WORD PROCESSOR

for the ZX Spectrum + 2
cassette £13.90

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THE WORD PROCESSOR

for the ZX 48K Spectrum
cassette £13.90 microdrive cartridge £15.40

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THE WORD PROCESSOR

for the ZX Spectrum + 3
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A sophisticated version of TASWORD designed to take full advantage of the super fast ZX Spectrum + 3 disc drives. Supplied on 3 inch disc, TASWORD PLUS THREE features an indispensable range of powerful editing commands which are complemented by on-screen help displays, disc management commands and comprehensive printing options. Power and ease of use combined into one program.

TASWORD THREE
THE WORD PROCESSOR

for the ZX 48K Spectrum
microdrive cartridge £16.50

TASWORD THREE set a new standard for word processing on the ZX Spectrum. Featuring enhanced program and cursor speed, up to 128 characters per line, advanced text editing commands and a powerful mail merge facility, TASWORD THREE is the definitive word processor for the ZX 48K Spectrum and ZX 48K Spectrum + with microdrive.

TASWIDE
THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum
cassette £5.50

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

TASPRINT
THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum
cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown below together with a list of compatible printers.

COMPACTA -
bold and heavy, good for emphasis

DATA-RUN -
A FUTURISTIC SCRIPT

LECTURA LIGHT -
clean and pleasing to read

MEDIAN -
a serious business-like script

PALACE SCRIPT -
a distinctive flowing font

TASCOPY
THE SCREEN COPIER

for the ZX Spectrum with ZX Interface 1
cassette £9.90 microdrive cartridge £11.40

Screen copy software for use with the RS232 output of ZX Interface 1 only. TASCOPY produces monochrome (in a choice of two sizes) and large screen copies in which the screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams.



TASPRINT and TASCOPY drive all Epson compatible dot matrix printers, e.g.:

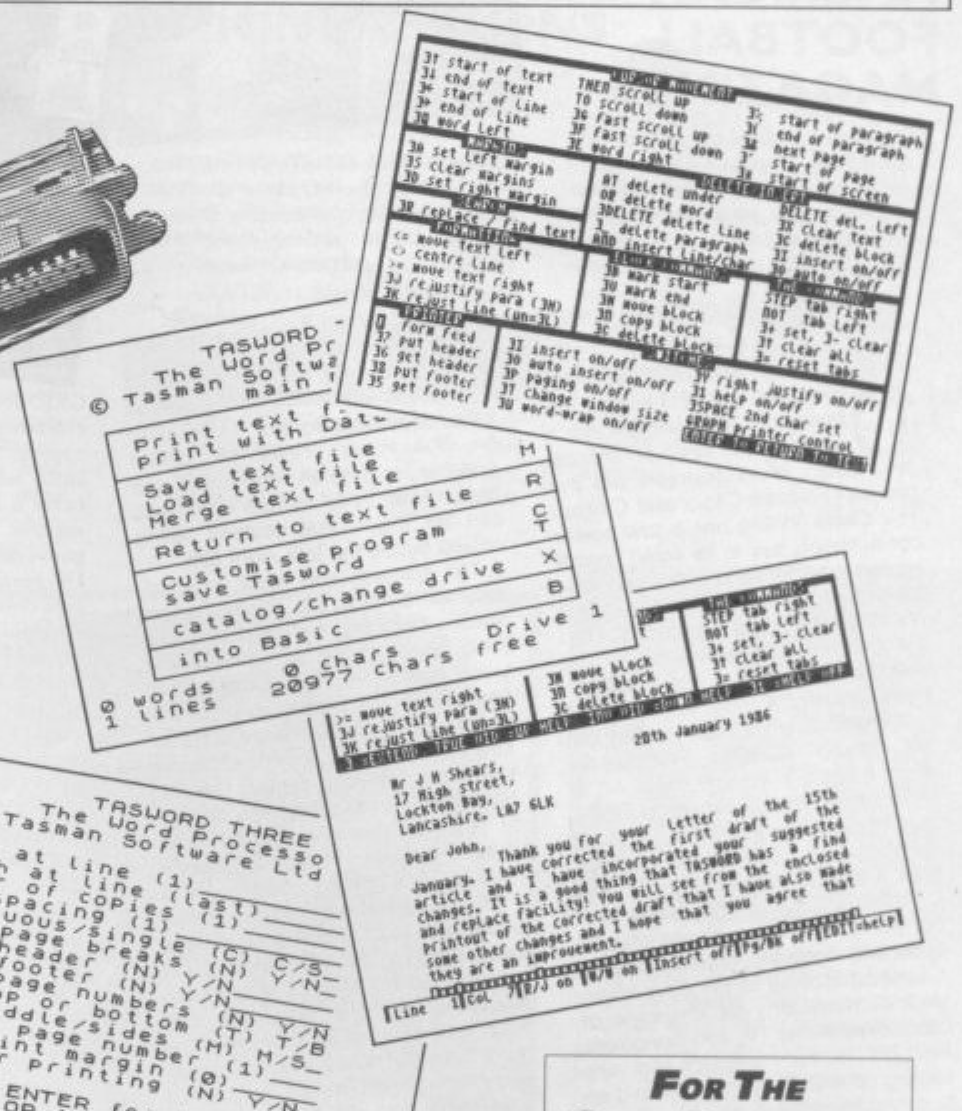
AMSTRAD DMP 2000	NEC PC 8023 B-N	BROTHER M1009
AMSTRAD DMP 3000	MANNESMANN TALLY MT80	BROTHER M1109
EPSON FX-80	STAR DMP 510/515	BROTHER HR5
EPSON RX-80	STAR NL-10	SHINWA CP80
EPSON MX-80 MK III	COSMOS 80	EPSON LX-80

WORD PROCESSOR

TASWORD is available for every Spectrum computer, each version specially developed to make maximum use of memory and keyboard layout. Control keys have been logically planned to ensure the user makes the most effective use of **TASWORD'S** powerful features. Combining a host of useful commands with uncomplicated procedures. **TASWORD** has the power and versatility required for effective word processing.

TASWORD. Power, flexibility and performance. The definitive word processor for the ZX Spectrum.



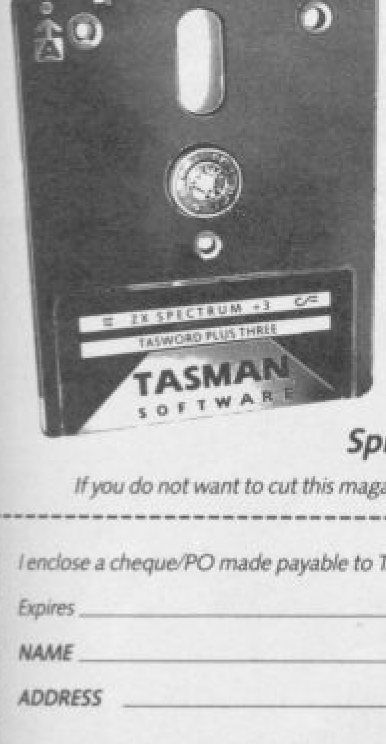


Compatible with Spectrum, Spectrum +, 128K Spectrum and the Spectrum +2

TASMAN PRINTER INTERFACE

for the ZX Spectrum ***£29.90***

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to take full advantage of the typestyles and features available on your printer. The software includes fast machine code high resolution screen copy software for Epson, Mannesmann Tally, Shinwa, Star and Tandy Colour Graphic (in colour!) printers. A special version of TASCOPY (shaded screen copy software) for this interface is INCLUDED in this package.



FOR THE OPUS DISCOVERY

All products supplied on 3.5 inch disc

TASWORD THREE *ZX 48K Spectrum*	**£19.50**
TASWORD PLUS TWO *ZX Spectrum +2*	**£19.50**
TASPRINT *ZX Spectrum*	**£12.90**
TASCOPY *for use with Opus parallel port*	**£12.90**

Available from good stockists and direct from:

Tasman SOFTWARE

Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: ____________

Expires ____________ *ITEM* ____________ *PRICE*

NAME ____________ *£* ____________

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£ ____________

Outside Europe add £1.50 per item airmail. *£* ____________

Telephone Access/Visa orders: Leeds (0532) 438301 VISA Access *TOTAL £* ____________

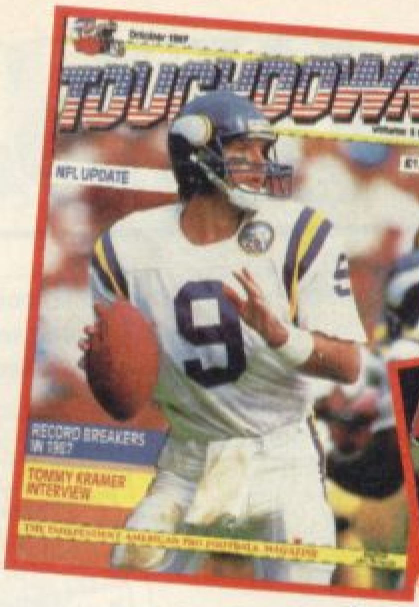
Please send me a FREE Tasman brochure describing your products for Spectrum ☐ *Amstrad* ☐ *Commodore 64* ☐ *Tatung Einstein* ☐ *PC* ☐ *SU*

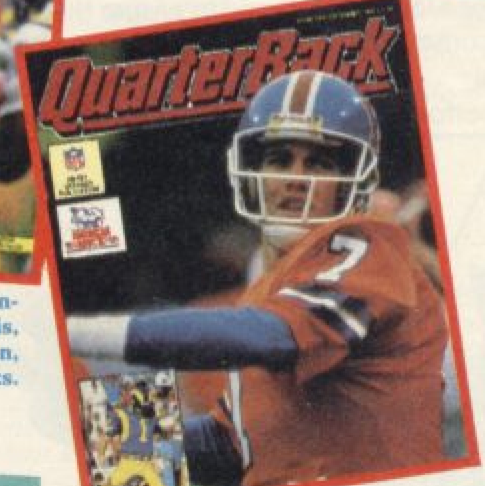
ÖUTL

AMERICAN FOOTBALL MAGAZINES

If you want to find out more about American football you don't have to rely on Channel 4 alone. Just check out your local newsagent for these mags:

TOUCHDOWN is a monthly produced in Yorkshire, featuring plenty of colour photos, game analysis, predictions for the coming season, and stacks of inevitable statistics. Good value at £1.80 an issue.





GRIDIRON is its major rival, claiming sales of over 30,000 copies. Slightly thicker but with a little less colour, GRIDIRON features a big news section including reports from C4's Nicky Horne, guest columns from NFL coaches, a UK section, and a hard-hitting letters column. Cheaper at £1.20.

QUARTERBACK at £1.00, is the oficial NFL licensed monthly, though if you ask me it isn't half as well produced as its rivals. Mind you, QUARTERBACK is only up to issue 10, so there's time for improvement.

FIRST DOWN which is practially nothing but game reports. At 60p it's good calue, though it uses very little colour.

If you want the "real thing", you can always go for one of the imported American magazines like FOOTBALL FORECAST. This annual 100-page epic might be printed on toilet paper, but it includes full lists of all the league team members, a 1986 statistical review, and player performance predictions. $2.25, or two quid to you.

Lastly, my favourite, the £1 TOUCHDOWN COLOUR POSTERMAGAZINE series. Forget the hunky football players, just look at those cheerleaders shaking their pom-poms . . .

CHRIS JENKINS

CLEVER TELLYS

Digital technology is turning the boring old television set into a whole new kind of mutant mechanism. Most desirable are the pocket TVs from Casio and Citizen. The **Casio TV200** has a low power consumption due to its liquid crystal screen, a mirror lid in which you view the picture, and a built-in aerial. Cost is £99.95. Citizen's bigger 3.5" LCD TV also has a personal stereo FM radio built in, and a set of headphones is included. Price is around £150.

For versatility you could check out the **Saisho TCR600** TV/cassette/radio. It has a 4" screen and MW/LW reception at £99.99; there's also a dual cassette deck version.

For high-quality colour pictures from a video recorder, try the **JVC CX60GB**; it's a mains/battery 5" colour portable which features special audio and video inputs and outputs.

Looking forward to the days when we'll all have forty-six channels of cable TV, satellite TV, and low-power local TV, some manufacturers are coming up with gimmicks so weird as to defy comprehension.

The **Hitachi 51 cm 2176R** has on-screen bar graphs showing the volume level, channel number and colour balance as you adjust them with the infra-red remote control – very useful. The **Hinari TVA1 14"** colour portable features an alarm clock and an auto-switch off feature which you can set if you feel yourself falling asleep during the late night film.

The spiffyest and most unaffordable of all are the digital colour master systems, set up for everything from satellite to do-it-yourself video mastering. The **Sanyo 2146** features PIP – picture in picture – which allows you to freeze a miniature version of the current screen in the bottom left hand corner. This can be retained even when you change to another channel. "What's the point?" I asked the man in Lasky's. "I've no idea" he admitted.

More pointful – but at a cost not unadjacent to £1,000 – is the **Seleco 2455,** a 63 cm TV with Teletext, on-screen displays and 25 watt stereo speakers. On this one, you can watch any channel as an inset in the main display. There's also a Grundig system which will do this, but it's not available in this country yet. Needless to say, this time next year Amstrad will probably do the same thing for £149.95 . . .

CHRIS JENKINS



LET'S BE PIXIES

Games Day is the biggest event in the role playing gamers calendar. This year, it attracted about 10,000.

Most of them came to buy from the trade stands, and there was plenty to keep them reaching into their pockets. TSR, the company which publishes Dungeons & Dragons, **had lots of new stuff; the** Forgotten Realms Campaign Set, **an entire new campaign setting for anyone too lazy to design their own, with two 96 page softback books detailing new countries and races, and great maps; GAZ2, the Emirates of Ylarum, a medieval Arab style kingdom where dungeon masters can set their own adventures, like the Forgotten Realms; and the latest on the**

SILLY

Smarties? Never heard of 'em. If you have to rot your teeth, there are much more interesting ways of doing it these days, sold by the quarter in local branches of Sweet Weigh Piggy's and other smart emporiums.

CHEWY BANANAS are two inches long, look like bananas, and taste line . . . bananas. You might as well eat a banana.

PLOPS (my name, not theirs), look like something the dog left behind, but fortunately taste like Crunchies – you know, those bars containing ninety percent fresh air.

JELLY SPIDERS come in two sizes – big and gigantic. The gigantic ones are truly terrifying, but not as disgusting as the:

JELLY RATS – eat one of these head first if you want to make your friends sick. For some reason, they both taste of cheap perfume.

I can't understand why



LET'S GO TO MARS

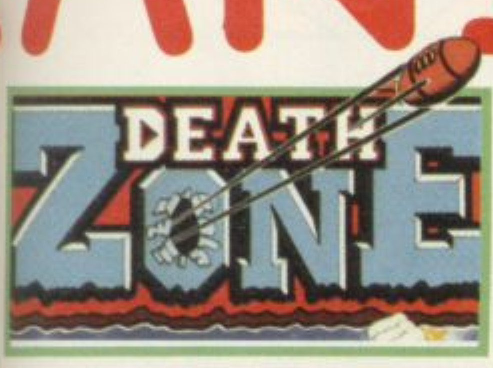
Around Christmas 1989, eight scientists are going to lock themselves into a giant greenhouse in the Arizona desert. They plan on staying there for two years. It may sound crazy, it is, but it could lead to a manned mission to Mars.

The greenhouse, Biosphere 2 (the earth is Biosphere 1), don't Americans give things funny names?, will include its own rivers, plains, mountains (well, mountain) and rain forest; it will even have its on miniature ocean.

They won't be able to leave the dome so let's hope they take plenty of video tapes and the odd game or two.

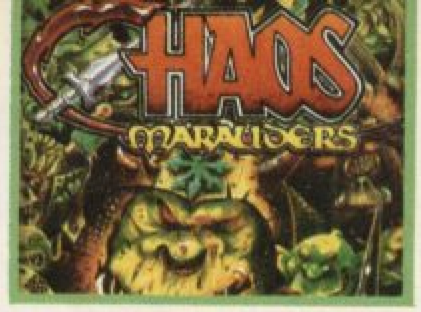
GARY ROOK

ANDS +



hardback rulebook series, Dragonlance Adventures, which details the world of Krynn, setting for the Dragonlance series of modules and novels. Also from TSR comes Gammarauders, an absolutely wonderful game set in the far future, after nuclear war. You control a Cryptic Alliance, battling with the other players for control of the blasted wasteland. To help you you have your bioborgs – half mutated giant animal, half robot tank; like Draxx the Killer Penguin, 60 foot of murderous killer fish eater, or Muskok the enormous musk-ox, or the 50 foot long flying chimpanzee or . . .

Meanwhile, Games Workshop, who organise Games Day, had some new items as well. Death Zone is an expansion kit for Blood Bowl, the fantasy American football game, where you can control teams of orcs and dwarves and hobbits, battling over the ball. Chaos Marauders is a card game, where up to four players pick cards from the central deck; each card represents a unit of goblinoid soldiers, and the winner of the game is the first person to muster an entire army from the cards and then beat up the other players' troops. GW also had Warhammer 40,000, their new wargames rules for science fiction combat in the far future. Elves in space!



Various live fantasy role playing groups were wandering around dressed as orcs and dwarves and so on and waving their plastic swords. Very sad.

CHINESE BURNS

If playing your latest super Rambo game has begun to get a bit boring, then how would you like to try firing a real machine gun, or even a rocket launcher? Well, now you can: the only problem is, you have to go to China, and it costs a lot of money.

The China North International Shooting Academy, just outside Peking, recently opened its doors to tourists. For about £100, you can blow apart a wooden shack with a rocket launcher; firing into a hillside costs a bit less. You can also try out assault rifles, heavy machine guns and anti-aircraft guns; the Chinese plan on adding mortars and even a tank to the firing range's arsenal.

At the moment, most of the tourists who try out their marksmanship are Japanese; but there are plans to organise tour groups from the West. So next time your parents try to send you on one of those Outward Bound holidays, dig in your heels and demand a trip to the mysterious orient; tell them you want to see the Forbidden Palace, the Yellow River, the Great Wall . . . and blow apart a mountain!

GARY ROOK

SWEETS

DEAD FISH aren't just called FISH. After all, you don't expect to buy DEAD JELLY BABIES or DEAD SHERBET LEMONS, do you? Still DEAD FISH taste just like FRUITY KANGAROOS, which come in all colours, but taste like wine gums. Pitty. I wanted to find out what kangaroos tasted like. Fortunately, though, the inch-long COLORADO BEETLES are orange flavour, not insect flavour.

The ever popular SMELLY FEET are too revolting for words, so that just leaves the bite-sized KOLA TURTLES, wriggly disgusting FRUIT SALAD WORMS and horrid sickly COCONUT TOADSTOOLS to force down. Excuse me, I'm just going to be ill . . .

CHRIS JENKINS





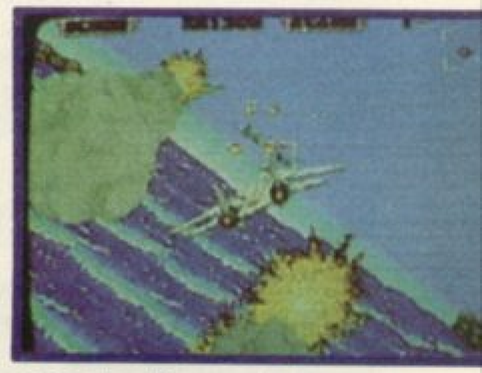
COIN OP OF THE MONTH

Prepare yourself to be amazed! Buckle yourself into the hotseat and take off for the ride of your life in Sega's amazing After Burner. A game which will leave you breathless, and possibly airsick too.

After Burner's a mixture of Space Harrier and Lock-On gameplay with graphics reminiscent of Mach 3. To simulate the movement of your craft in battle, you'll be thrown backwards and forwards while banking from side to side.

The gameplay is pure shoot-'em-up. Fling you craft through war torn skies and run the gauntlet of waves of enemy aircraft and surface-to-air missiles. Loop the loop, slip sideways to avoid oncoming squadrons and all the while keep the pressure on the fire button. And don't forget the special Lock-On feature. Whenever your sights lock-on to a target, you can press the thumb button and launch a deadly homing missile. (These are in short supply though, so trigger happy cowboys won't last long.)

The action is continuous and you'll only get a short breather while in-flight refuelling takes



place. Then it's on with the dog fight, and watch out for Level Six. A real killer. Gone are the familiar open skies and wide grassy plains. Instead, you'll have to negotiate a path through a high walled canyon where one false flick on the joystick will send you careering into a wall. Not surprising that it was on this stage that I lost the most money. And boy! does it hurt your pocket. At £1.00 a game, After Burner has got to be the most expensive ride you'll ever take.

I'd like to see the price of this fabulous game come down to more realistic levels, but whatever the expense After Burner's worth blowing a couple of quid on.

TOP TEN COIN-OPS NOVEMBER

1	Street Fighter	Capcom
2	Operation Wolf	Taito
3	Xenophobe	Bally
4	Midnight Landing	Taito
5	Time Soldier	SNK
6	Wardner	Taito
7	Road Blaster	Atari
8	R-Type	Irem
9	Double Dragon	Taito
10	Tiger Mission	Capcom

List compiled with the help of one arcade in London's West End. Thanks to John Stergides of Electrocoin.

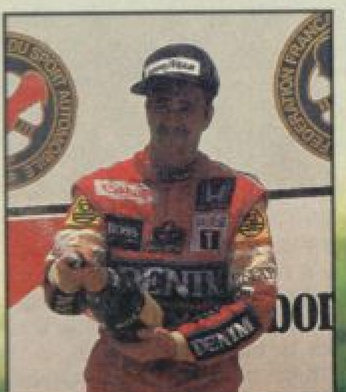
NIGEL MANSELL'S

GRAND PRIX

"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

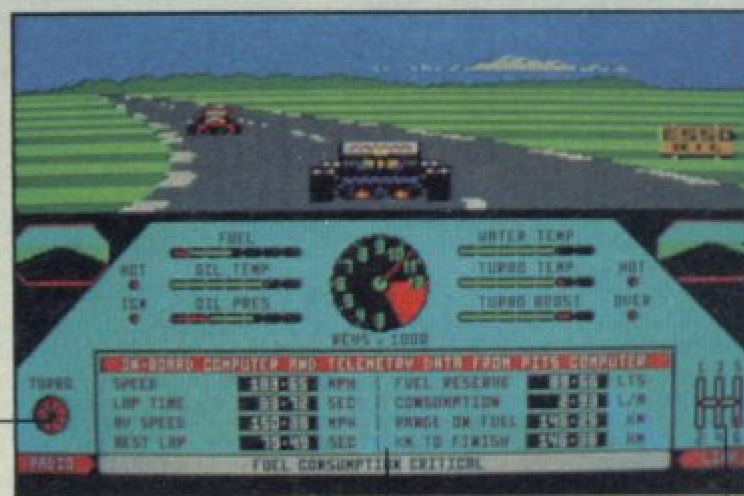
The red lights are on – *you snap into gear.*
The engine roars – *your grip tightens on the steering wheel.*
The crowd goes wild as the lights flash to green.
900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.



(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!



Produced by
martech

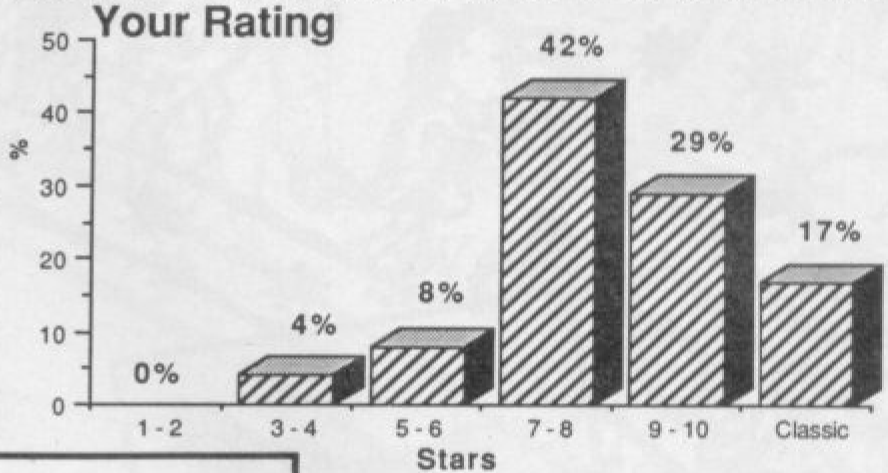
Martech is the registered trade mark of Martech Games Limited,
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	Disc	£12.99
Amstrad CPC	Cassette	£9.99
	Disc	£14.99

Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.

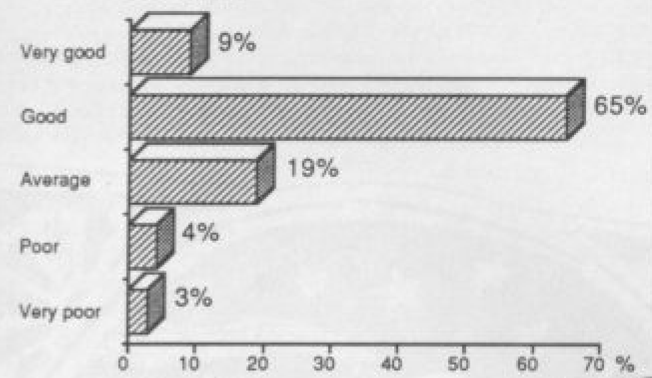
STAR PANEL

ARKANOID

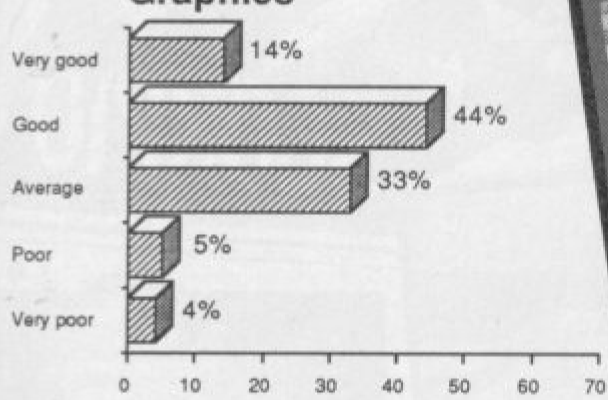


Good? Bad? Indifferent? OK? We thought it'd be nice to get some exact opinions – we took your detailed ratings to produce Star Panel: your definitive opinion – this month: *Arkanoid*

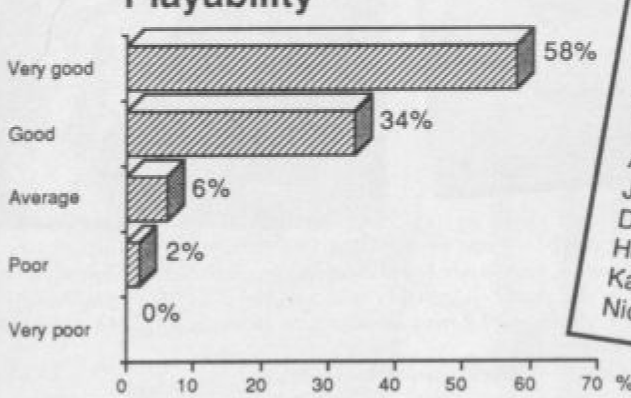
Sound



Graphics

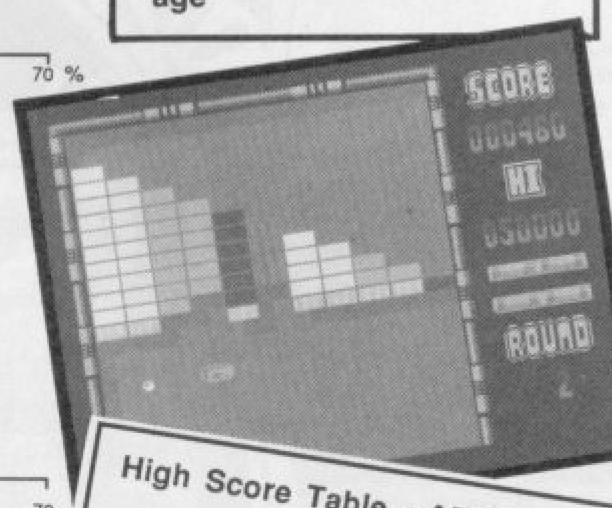


Playability



Main Points

- Attribute Clash Avoidance – very good
- Collision Detection – substantial proportion, around 28% rated collision detection as 'average'



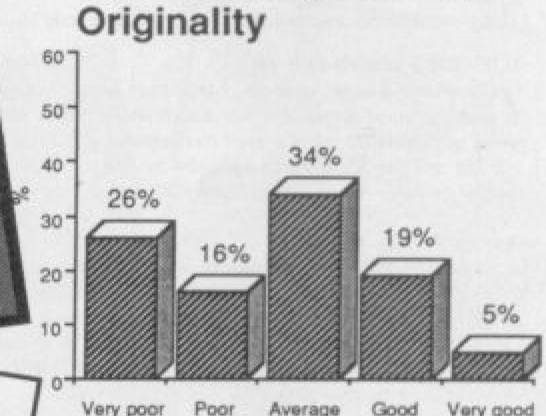
High Score Table - ARKANOID

NAME	SCORE	HIGHEST LEVEL
Stephen Roberts	540,280	24
Chris Reeves	164,520	17
Edward Hornsey	120,600	17
Mark Bent	120,000	33
Andrew Males	100,000	8
J V Valkenburg	90,000	9
David Coverley	89,143	23
Hal Maughan	67,000	6
Ka Cheon Man	56,700	9
Nicholas Holland	42,960	5

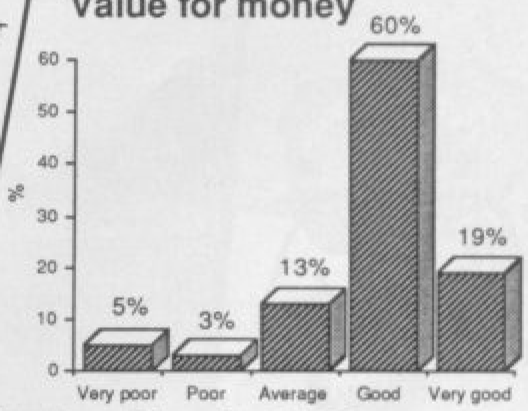
Coin-op conversion quality *



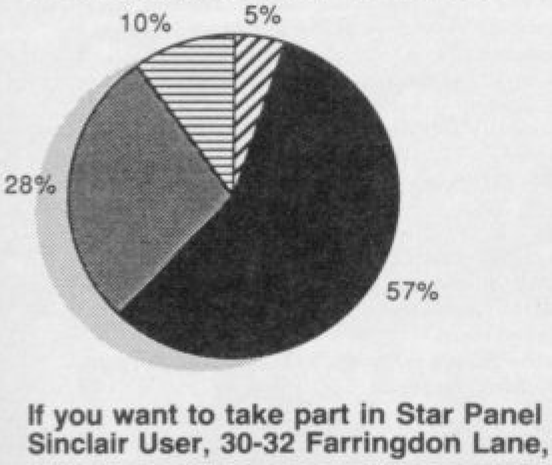
Originality



Value for money

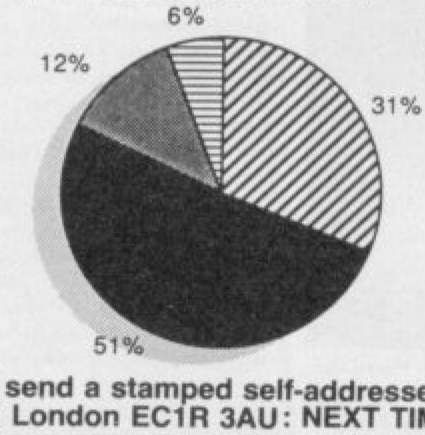


Difficulty of first 10 levels



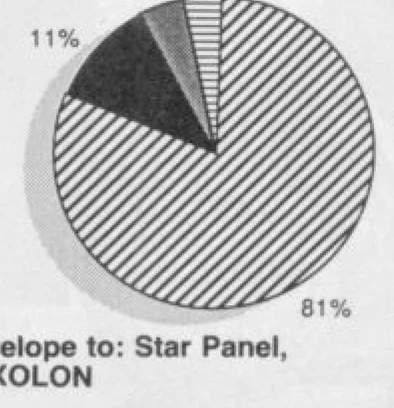
Difficulty of levels 11-20

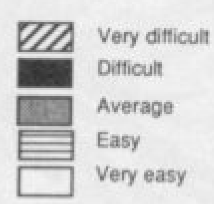
(79% reached above level 10)



Difficulty of levels 21-33

(48% reached above level 20)





If you want to take part in Star Panel send a stamped self-addressed envelope to: Star Panel, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU: NEXT TIME: EXOLON

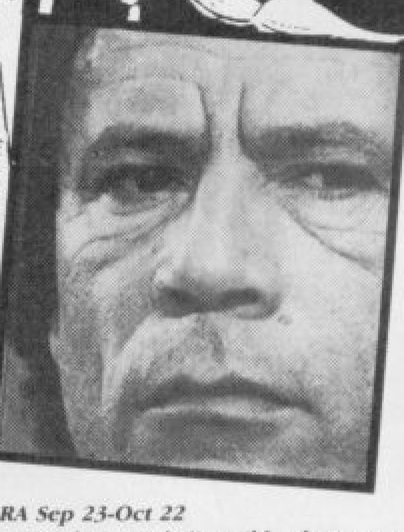




STARS &

Wooo-ooo-ooo! Spooky! This is the voice of the mysterious Starro, master of the mystic arts, keeper of the celestial secrets, lord of the ... **(I want to know who commissioned this feature right NOW! Ed)** ... What I mean to say is, do you realise that the movements of the heavenly bodies exert an arcane influence over your life? And did you know that




▼ A Libran (No he's a *Libyan* dolt!)


▼ An Archer

CAPRICORN Dec 21-Jan 19

Does anyone know what Capricorn is? It looks like a goat with a fish's tail, indicating that Capricornians are VERY CONFUSED. The sort of person who buys games which rate 1/10, or who buys a Plus 3 for £249. Watch out for showers of jam near the end of the month.

Lucky furniture: *cupboard.* **Lucky politician:** *Douglas Hurd.*

AQUARIUS Jan 20-Feb 18

The Water-Bearer, and so completely wet. Aquarians are too goody-goody to enjoy a good shoot-'em-up; much more likely to be found playing a nice quiet game of **Scrabble,** *or for real excitement drawing flowers with* **Art Studio.**

Look out for something squashy in the post around the 12th.

Lucky Swede: *Bjorn Borg.* **Lucky fish:** *halibut.*

PISCES Feb 19-Mar 20

*Generally a bit finny-looking, whether they're boys or gills, Pisceans can't be codded into herring a good time just because you bake over their plaice, barbelling about the latest game. No trout about it, perching there as they carp on about their sole pleasure, infinite lives pikes, is about as much fun as floundering through ... er ... something to do with fish (***STOP IT! STOP IT! I'm not codding! Kidding dammit! – Ed***).*


▲ An Aquarian




▲ This man is Pisced out of his head

LIBRA Sep 23-Oct 22

A water sign – or is it earth? – I can never remember. Librans have a well-developed sense of justice, and so are hopeless at arcade games. Tending to give evil aliens the benefit of the doubt, suggesting that maybe society is to blame, or that they had a difficult childhood, Librans are always exterminated on Level One and never get high scores.

Lucky colour: *banana yellow.* **Lucky animal:** *mongoose*

SCORPIO Oct 23-Nov 22

*Scorpio the slug (***Are you sure about this? – Ed***) is a mysterious character fond of adventure games which test his devious imagination. The sort who would work out that you have to take the rope from under the giraffe, tie it to the umbrella, place the magic potato on the plinth, and recite the mystic words while hiding the goblin's toadstool under the kilt. In a word, insufferable bores who take enormous pleasure in being right all the time.*

Scorps thinking of doing any DIY this weekend should watch out for falling rabbits ... Whoops! See told you.

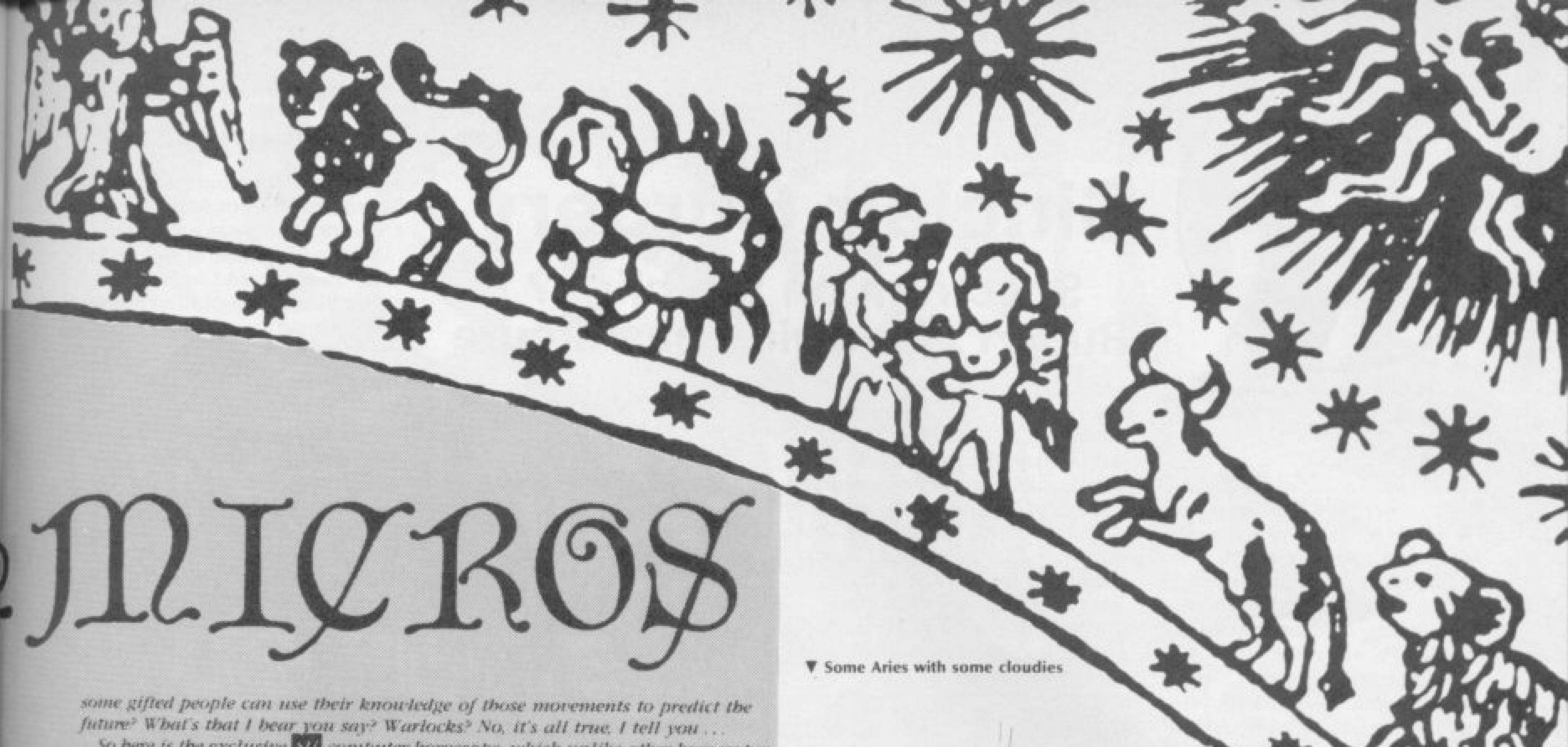
Lucky name: *Norman.* **Lucky TV program:** *On the House.*

SAGITARIUS Nov 23-Dec 20

The Archer, no relation to Jeffrey. You'd think with that bow arm Saggs would be crackshots, wouldn't you? Constantly notching up high scores on **Exolon, Xecutor,** *and everything else starting with an X and full of violence. Well, they aren't. They're hopeless girlies, so there.*

Beware of short dark familiar people offering a ride on the hovercraft.

Lucky tree: *larch.* **Lucky clothing:** *cardigan.*

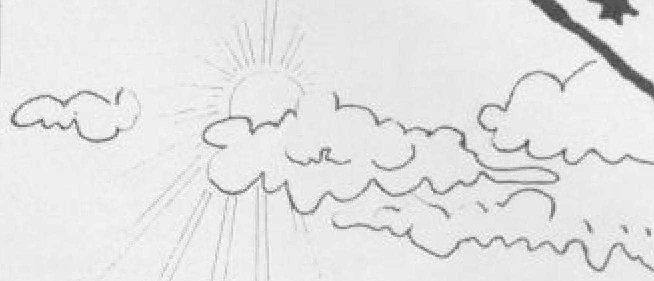


& MICROS

some gifted people can use their knowledge of those movements to predict the future? What's that I hear you say? Warlocks? No, it's all true, I tell you . . .

So here is the exclusive SU *computer horoscope, which unlike other horoscopes which are complete and utter lies, tells the whole truth about you and your computer.*

▼ Some Aries with some cloudies



ARIES Mar 21-Apr 20

Arians should always remember what Shakespeare said, and "Beware the Ides of March". However, I'm not going to make things easy for you by explaining what the Ides of March is, so just watch it, alright.

The Arian, otherwise known as "the 48K Ram", is an avid Jeff Minter fan, and if there was a Sign of the Camel, he'd be right on the cusp (whatever that means).
Lucky carpet: *Axminster.* **Lucky dessert:** *blanmange.*

TAURUS Apr 21-May 20

A roistering, doistering, roaring, boring, happy-go-lucky kind of fellow – sort of like Oliver Reed on laxatives – the Taurean is short on subtlety, but long on stamina. Favourite games: **Barbarian, Exploding Fist, Sai Combat, Rambo, Yie-Ar King-Fu,** *smashing furniture, shouting very loudly and falling over.*

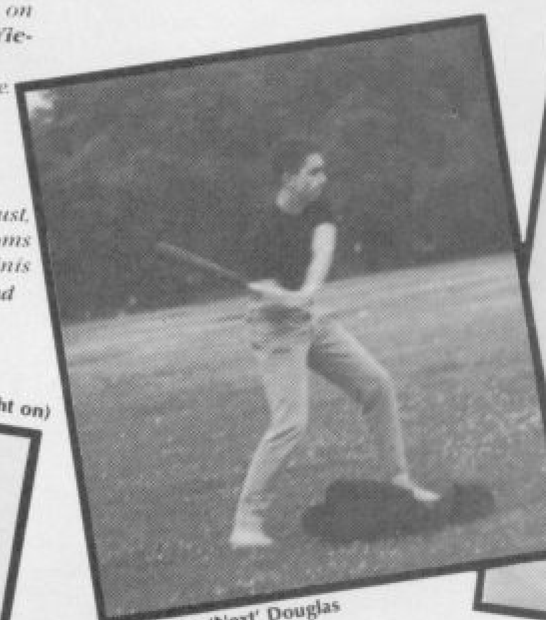
Taureans should try to control their temper when returning faulty software. Threatening to pull of the manager's head rarely achieves results.
Lucky military fiasco: *Bay of Pigs.* **Lucky criminal offence:** *GBH.*

GEMINI May 21-Jun 20

Think of harmony, or peace and accord, of the spirit of co-operation and trust, of Master and Tronic, of one Darling and the other one, of the two DomDoms in Domark, of everything that's nice and twee and peaceful. That's why Geminis are hopeless; they like games like **Bubble Bobble** *and* **Gribbly's Day Out** *and* **Rupert and the Ice Castle.** *Yuck.*
Lucky cheese: *Gruyere.* **Lucky political system:** *anarcho-syndicalism.*

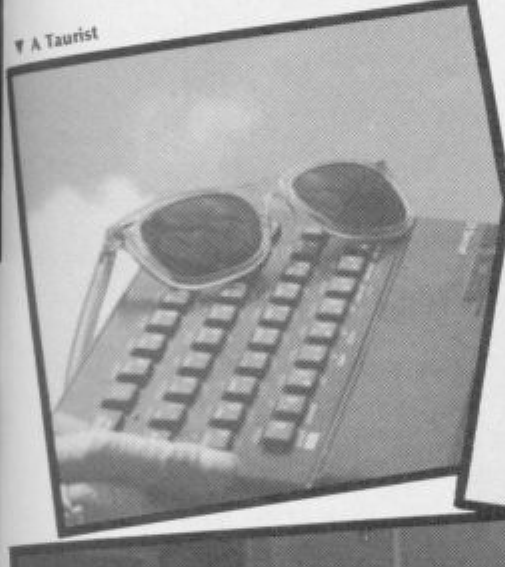
▼ A Virgo





▲ Leo Jim 'Next' Douglas

▼ A Taurist



▼ Cancer (Ooer a bit right on)





CANCER Jun 21-Jul 20

A scheming, underhand type, fond of strategy games where they can exploit sudden sideways leaps and pincer movements. Oh yes, has eyes on stalks too. **(This is nonsense – Ed).**
Lucky vegetable: *Carrot.* **Lucky dictator:** *President Marcos.*

LEO Jul 21-Aug 21

Bold and brazen, Leos are the undisputed kings of the software jungle, sweeping all before them as they smash record after record. No arcade game can defeat them, no adventure game outwit them, no strategy game out manoeuvre them. Unbeaten by any arcade adventure, unbowed by the most daunting intellectual challenge, Leos are overwhelmingly fab and outrageously successful with the opposite sex. Do I get that fiver now? **(No – I'm not a Pisces, dolt – Ed)**

VIRGO Aug 22-Sep 22

The only star to have a software company named after it (unless you count Piranha). **(Wha . . .? – Ed)** *The Virgoan is naturally shy and bearded, but when all attention is on him, he can pull off the most amzing feats (sinking into the Atlantic, flying over the Atlantic, plummeting into the Atlantic etc). Favourite game:* **How to be a Complete B*****d.**
Lucky credit card: *American Express.* **Unlucky animal:** *Rabbit.*

Is that OK? I could do this every month if you like . . . **(No – Ed).**

◄ Identical Gemini twins the Dom Doms

SURGERY

Sinclair Surgery

Spectrum on the blink? Rupert Goodwins has a cure

UNNATURAL MAGNETISM

My computer is a Spectrum + and I use it mostly with a Siemens colour television. I usually have great problems when I try to load my games.

If I use my Spectrum with another TV, say a General Electric or Sharp, I don't have the problems. It seems to me that there must be some sort of interference being generated by the Siemens only.

What can I do to get rid of this interference? Can the problem be fixed without replacing the television?

John Kamer
North Callfield
Melbourne, Australia

● *Televisions generate and use a lot of high-power magnetic fields. Tape players use a very low-power magnetic field to read the tape, and if a television is inadequately shielded it can interfere with this process. Luckily, magnetic fields get weaker with distance. Try to get as much separation as possible between the tape deck and the television, and if that doesn't help you could always turn the TV of during loading. Drastic, but it works.*

A HARD TIME FOR THE +3

Is it possible to fit a Winchester disk to my Spectrum +2? Will it be possible to fit one to the +3? If I do this, will I be able to run CP/M and the programs that my friend has for his Amstrad CPC 6128? I don't want to use his games, but he has a lot of CP/M programs like world processors and languages that I'd like to be able to play with.

D. B. Gaskill
Winstanton Herts

● *Winchesters (alias hard disks) and CP/M are two entirely separate subjects. CP/M is a common Z80 operating system that has lots and lots of programs available to it; Locomotive Software have got a Spectrum CP/M almost finished and it should be out by the time you read this. It will only work with the +3.*

Hard disks work along similar lines to floppy disks, except they are much faster, have about 50 times the storage of a +3 floppy and have traditionally been far too expensive for anyone to try and sell to the Spectrum market. This is no longer true; I've seen in the past weeks a 20 megabyte disk unit and interface for sale at around £250. True, this was for the IBM business computer, but I would really like to see a Spectrum hard disk and interface along the lines of the Opus Discovery. I hope somebody out there takes the hint...

DOUBLE GLAZED CHESSBOARDS?

I am trying to control a computer-driven chessboard from my Spectrum and I need to get eight bytes of input from this chessboard into the computer. I need to be able to do this from BASIC fairly simply. Are there eight spare I/O addresses?

Nicholas Fahy
Duck End
Finchingfield

● *Bad news: There aren't eight spare I/O addresses on the Spectrum. Good news: you don't need eight. You need one and multiplexing. It might sound like a double glazing process, but in truth it's the art of getting lots of information down a single channel, in this case the single I/O port that you'll use.*

What you need is a simple eight-bit input/output circuit. You don't say how the eight bytes of chessboard data are presented, but I'll assume that there are eight data lines, and eight enabling lines that make one of the eight readings appear on the data lines. If you connect the eight outputs from the Spectrum circuit to the enabling lines, and the eight data lines from the chessboard to the eight input lines of the Speccy circuit you'll be able to read all eight bytes like this

```
10 DIM A(8)
20 FOR F=0 TO 7
30 OUT 31,2^F
40 LET A(F+1)=IN 31
50 NEXT F
```

This will put the eight bytes from the chessboard into the array A. Line 30 makes just one of the output lines high at a time, which will make just one of the eight bytes of input available to be read.

If I've made unwarranted assumptions about your chessboard then you should still be able to modify the ideas to suit.

A PROBLEM, ONE IMAGINES

Problems, problems, problems...

My 48K Spectrum is fussy: it will load all games from all companies. But with Ocean/Imagine games it will load, play the music and display the opening screen and then crash.

What is wrong?

Justin Paul Williams
South Woodford
London

● *I think that your Speccy has gone one step beyond Artificial Intelligence; AT, or Artificial Taste. You could have a genuine breakthrough on your hands! But it's more likely that you've got a simple frequency problem. A lot of companies employ special copy protection schemes. A common Ocean ploy was the 'clicking loading', where a tick was inserted in the loading pattern to disrupt any attempt to copy the software. Some tape recorders can't even cope with the tick on playback, and some Spectrums have similar problems. Try a different tape player; if that doesn't help then you'll have to get your Spectrum repaired/modified.*

A FLAW IN CHARACTER

I have a Spectrum +2 computer and have just purchased a Citizen MSP20 printer and RS232 serial interface.

Following instructions in the printer manual I am unable to select and use any of the features apart from the standard draft mode.

Selecting the features requires the use of CHR$ followed by symbols in " ". Whenever I try to enter one of these codes the computer will not accept it unless I insert a semicolon between the CHR$ and the codes. However, this seems to invalidate said codes and the printer doesn't follow any of the commands.

Will I be able to use Tasword 128/+2 with the printer?

D. E. Ottery
East Chinnock
Yeovil

● *Fear not! What you have is Exampalus Incomprehensibilis, endemic amongst printer owners the world over (apart from Japan). It can be caught from printer manuals which haven't been translated enough, and is relatively easy to cure.*

The code following the CHR$ should be encased in brackets, rather than the quotation marks your manual suggests. When the books tells you to enter LPRINT CHR$ "27"; CHR$ "11", type LPRINT CHR$(27);CHR$(11). In Spectrum BASIC, the brackets aren't really needed, but on most other computers they are essential.

You don't say which RS232 interface you've bought, but I would expect that Tasworld will take it in its stride.

WHAT A SWIZZ!

Recently, I purchased a 16 to 48K upgrade kit for my 16K Spectrum. However, after inserting all the IC chips into the memory slots as instructed and testing the Spectrum I got no increase in memory. Swiz, thought I!

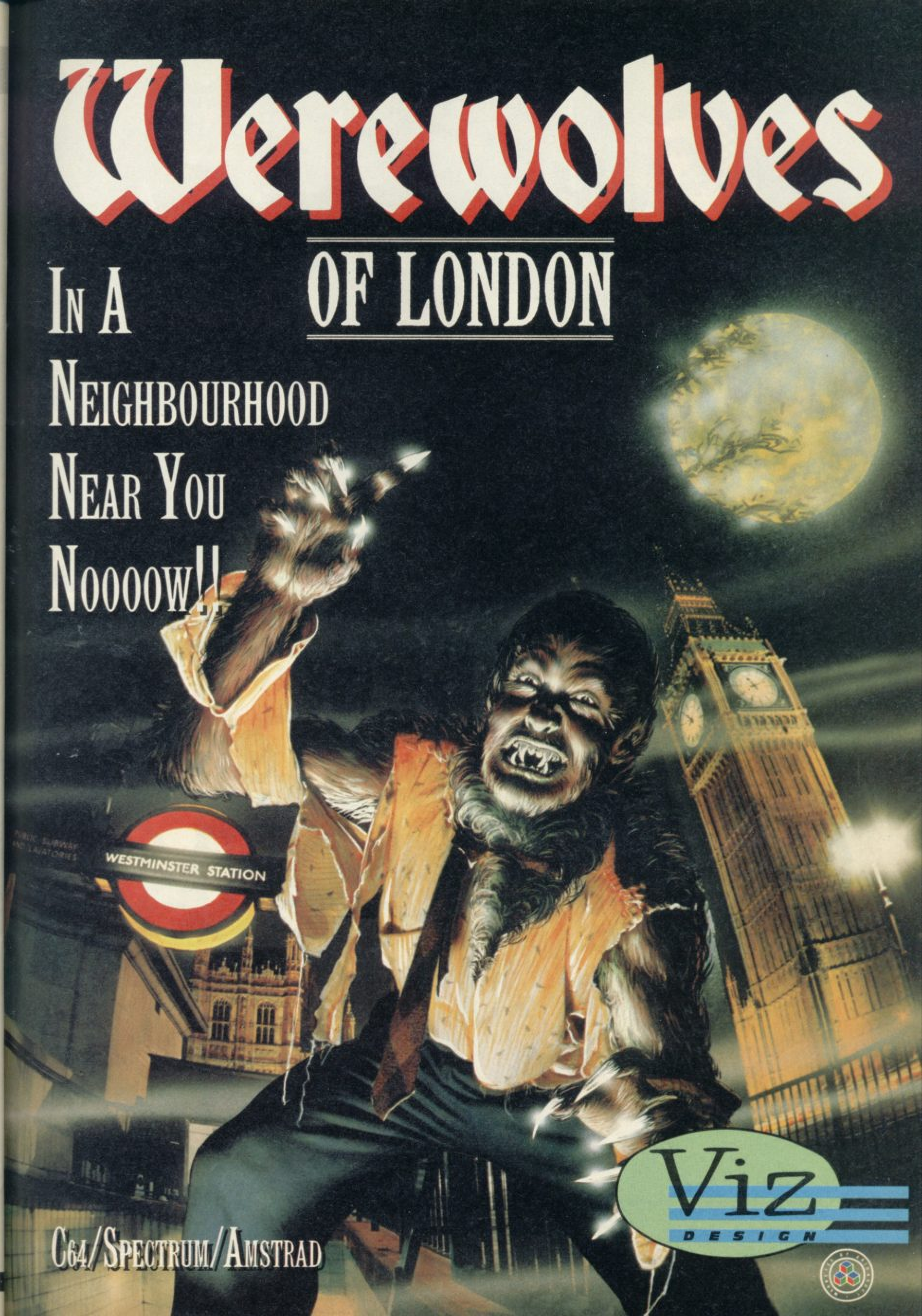
But then I put the same chips into my friend's 16K Spectrum and it worked perfectly first time. What could possibly be wrong?

Charles Ng
Sarawak
Malaysia

● *Since most upgrades contain all the necessary extra chippery to effect the expansion, and it all obviously works, there must be something wrong with your original Spectrum that only becomes apparent when you stuff it to its limit.*

There is a great deal of difference in the way the Spectrum treats memory that's above the 16K barrier. There are completely different circuits used to access and store information in this added memory, and although this circuitry is included in all Spectrums it is never used in 16K models. It is likely that this circuitry is defective in your computer.

The suspect silicon lies in the ULA, the special chip that keeps everything working. Or, in your case, doesn't. If you replace the ULA, then the extra memory should work once installed. There is a faint chance that another part of the Spectrum's electronics is at fault, and so I recommend that you try and get the thing fixed by a repair shop. But if this is impossible, then ordering a new ULA and plugging it in yourself will most likely fix things. The ULA, which is the 40 pin chip not marked Z80 or 780A, should be ordered by the number on the top. There are lots of different versions, and the wrong one might not work at all.


Werewolves
OF LONDON
In A
Neighbourhood
Near You
Nooooow!!
WESTMINSTER STATION
Viz
DESIGN
C64/Spectrum/Amstrad

TRANTOR the last stormt



Why, oh why (*Point of View* phrase there) can't we live together in peace and harmony. That's all the Universe wants, just a bit of quiet. But, oh no there's always another rogue planet needing a hero. This time it's Nebulithone and the hero is Trantor who has to stamp out the threat of universal domination again.

CLASSIC

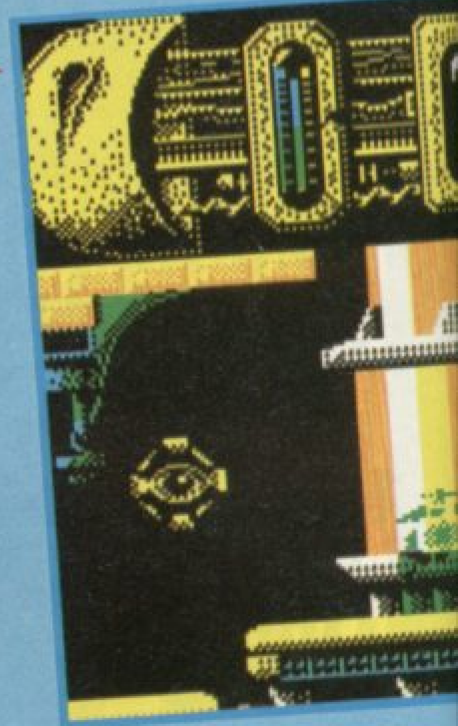
FACTS BOX

Fire-shooting fun with excellent gameplay and some of the best animated graphics seen on the Spectrum

TRANTOR – THE LAST STORMTROOPER
Label: Go!
Author: Probe
Price: £8.99 cas/£12.99 disc
Memory: 48K/128K
Joystick: various

Reviewer: Tony Dillon

★★★★★★★★★★ 10



Are you horrible enough to go on the





trooper



ARCADE REVIEW

Upon loading you are shown a short sequence depicting Trantor's ship landing on the planet. And what a ship. The graphics are amazing. The ground scrolls up to meet it. When it lands, bouncing on its landing gear, a small figure emerges, waves (hi Trantor) and then is thrown to the ground as the ship explodes.

The menu sequence then appears, with all the usual options such as joystick of keyboard selection and define keys. This would not be worth mentioning if it were not for the very impressive layout and attention to detail. An inrush of stars forms the Probe logo which then flips and drops to the bottom of the screen. Then four pseudo-digitised icons appear to form the options and very smoothly flip if and when selected. The title music that plays is good, even excellent.

I have had my Spectrum for 3 years now, but was in no way prepared for the quality of the game that had been crammed into 48K. It starts with Trantor standing next to the lift he came down on. What a fine specimen of a sprite he is too. Fully 8 character blocks high, if not more, he makes the characters of **Street Fighter** look small. Trantor is excellently designed, standing in a traditional Arnold Salt-and-Pepper pose, with his feet slightly apart and his flame-thrower lovingly cradled in his arms. It can fire just over half the distance bvetween him and the edge of the screen, sometimes that's enough . . . As ever the denizens of the planet have to be wiped out. Some of them don't want to be.

The planet is made up of a network consisting of a maze of corridors connected by lifts. Floating round the corridors are the assorted bad guys. Some are robot eyes that hover above you for a couple of seconds and then dive at you, some are fish-like and swim around aimlessly. Contact with any of them drains energy so shoot immediately and apologise later.

The highlight of the game for me is the animation of Trantor. His running is the most realistic I have seen on any 8-bit computer and even bears comparison with some of the 16-bit stuff. His body actually moves up and down when he runs and his jumps are akin to those of Tal, in **Sacred Armour of Antiriad,** only bigger.

The game is pretty simple – that's not a criticism. Just run around shooting things and searching lockers and computers for an 8 letter password that will blow up the planet – shades of **Impossible Mission.** To get letters, search computers, of which there is one in nearly every corridor. You'll also find lockers. These may contain items which may either help or hinder.

Most of the corridors look alike – endless metallic alleyways. There is one, though, which is my personal favourite, which looks like it has been carved from solid rock. The walls are curved and have a particularly rocky feel to them.

Should Trantor run out of energy or time, he then collapses in a heap and explodes into static. Possibly the best death sequence ever seen on a micro . . .

Congratulations to Probe for the coding and if Go! continue at this high standard, it'll wipe out the competition■

PROGRAMMERS

PROBE is one of the hottest software development teams around at the moment. So far the team has worked on **Arkanoid** and **Slapfight** from Ocean and **Enduro Racer** for Activision along with **Metrocross** from US Gold. Probe deals with fifty programmers all over the UK (whose identities are kept largely secret) and is currently working on **Outrun,** both for US Gold

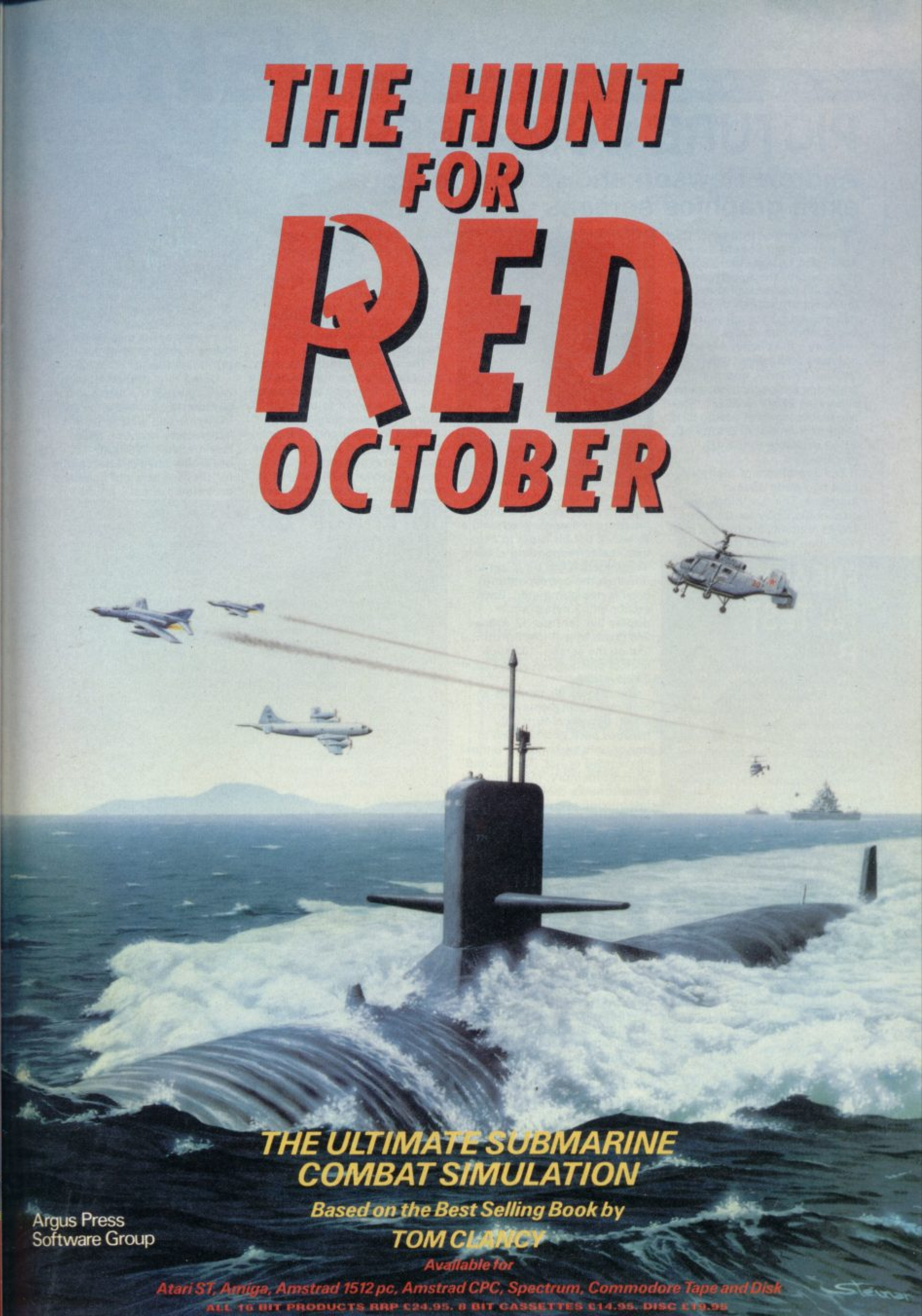


You'll know soon enough!
Rampage, coming to your home computer screen, December.

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PICTURE COMPRESSION

Andrew Hewson shows how to store extra graphics screens

Tony Sharp of Hull asks: **Can you explain how to save space and squeeze extra screen pictures into the Spectrum?**

Regular readers will know that the Spectrum screen display is determined by the contents of two continuous blocks of memory – the display file which occupies addresses 16384 through to 22527, and the attributes area which occupies addresses 22528 to 23295. The two blocks together use up 6912 bytes of Ram out of a total of 49152 available in the 48K machine.

The two blocks of memory have two quite distinct functions. The first block, the display file, is by far the larger and its contents control the high resolution detail of the picture



on the display. Each of the eight bits in every byte in the display file controls a single pixel on the screen. If the bit is set to zero then the corresponding pixel is illuminated. If the bit is set to one then the corresponding pixel is not illuminated. Each section of 32 bytes in the display file controls 32 ★ 8 = 256 pixels in a single horizontal line on the screen. 192 such lines of pixels make up the total display.

The display file controls a high resolution display but is, in effect, in two colours only because each pixel can be in one of only two states – either illuminated or not. The second block of memory, the attributes area, controls the colour information to generate the familiar variegated Spectrum screen image. The attributes area is much smaller than the display file – 768 bytes only compared with 6144. Each byte of the attributes area controls the colour setting of a single character square, equivalent to 8 ★ 8 = 64 pixels of the high resolution display. A line of 32 character squares spans the screen in the horizontal direction and there are 24 such lines down the screen.

Within a given character square each pixel which is illuminated (ie each pixel for which the corresponding bit in the display file is set to one) takes on the *Ink* colour that that square. Each pixel which is not illuminated (for which the corresponding bit in the display file is set to zero) takes on the *Paper* colour for that square. There is a choice of eight colours for both the *Ink* and *Paper* colours. In addition the *Bright*ness for the square can be set at one of two levels and the square can be set to *Flash* (ie exchange *Ink* and *Paper* colours every half second or so).

Thus the Spectrum screen display is a neat mixture of a two-colour high resolution image superimposed on an eight-colour low resolution background.

There are a number of ways of squeezing more pictures into memory. Probably the simplest is not to attempt to use and store the entire display but instead to use a part of it only. the mapping of the display file to the screen is not straightforward. The screen is divided into upper, middle and lower thirds and within each third two adjacent lines of 256 pixels on the screen are controlled by two blocks of 32 bytes in memory which are separated by seven intervening blocks of 32 bytes. (A way of observing this in practice is to watch a screen display being loaded from tape using the *Load Screens* command).

Hence an uncomplicated way of saving on memory space is to store and recover the top third only of the display file and the first third only of the attributes file.

Using this method of storing only a part of the display allows at most 18 pictures to be stored in Ram – still well short of a satisfactory number. Most commercial adventure programs have special routines for drawing straight lines and arcs either directly on the

SNEAKY 128 TEST

Brian Cooper of Cumbernauld has some nice things to say about our game **Exolon**. He writes: **When it had loaded I heard brilliant music and found that the game used excellent effects such as explosions, bullets ricocheting etc. Being an owner of a Plus two I was used to such sounds, then I remembered that I had loaded the game in 48K mode as instructed on the box. So I was wondering if you could tell me if this is a 48K or a 128K effect, and if it is a 48K how it is achieved with the pathetic Beeps?**

I am afraid we've caught you out Brian. Just because the program loads in 48K mode doesn't mean that it is not able to use the sound chip on a 128K machine. The program checks the Rom and decides whether it is residing in a 48K or a 128K machine. If it is residing in a 48K machine then the sound is reduced to those pathetic beeps that we are used to. If it is in a 128K machine it simply turns on the routines which drive the AY sound chip.

Of course the user is completely unaware of this, and we have had one or two people contacting us to ask why there isn't a special 128K version. Well, in a way there is, but it's buried in the total version of the game which "knows" what kind of machine it is running in. Clever eh?

INTERRUPTED JUMPING

Letter of the month comes from Alan Watson of Middlesborough who writes: **Could you explain in great detail how to set the interrupt vector to jump on interrupt to the address?**

I certainly can Alan, and since this is an interesting topic which many people have asked me about from time to time I am sending you a free copy of **Exolon**.

The interrupt system, as its name implies, is a mechanism by which the processor can be diverted from the task it is curently undertaking in order to do something which is more urgent. When the processor has completed the more urgent task it resumes its previous job. All computers have an interrupt system and on more sophisticated machines they allow the computer to maintain a priority system for all the tasks that it has in hand at any one moment. A low priority task is passed over in favour of a more urgent one which is, in turn, suspended whilst a yet more urgent job is started, and so on. As each task is completed the machine reverts to a previous half-completed job.

Two types of interrupts can occur in the Z80. The more important of the two is the Non-Maskable Interrupt (or NMI), so-called because the programmer is unable to prevent (or mask) the Z80 from responding to such an interrupt when it occurs. The NMI is not of much interest to most Spectrum programmers because it is designed for use with external hardware.

The Maskable Interrupt is of more interest both because it can be switched off (so that all subsequent interrupts are ignored) and because the Z80 can be set to respond to it in any one of three modes. In Mode 0 the processor simply waits until it is directed by an external device to execute a routine somewhere in memory. In the Spectrum there is no provision for the use of this mode.

The Spectrum is designed to operate in Mode 1 all the time. In this mode the Z80 saves the contents of the program counter (so that it can later resume the task it was doing) and jumps to location 38h (56 decimal). The Spectrum hardware forces this jump to be made by generating an interrupt fifty times per second. The Rom routine at this address updates the clock by incrementing the Frames systems variable held at 23672 to 23674 and then scans the keyboard to see if a key is being pressed. If so the appropriate code is stored in the systems variables and various flags are altered. On completion of the keyboard routine all the registers are restored to their pevious values and the processor resumes its previous task.

The final interrupt mode, Mode 2, is the most powerful. If the Z80 is interrupted while in this mode it saves the program counter as before and jumps to an address, partly determined by software and partly by hardware, which caused the interrupt. To be more specific, the Z80 takes the value in the I register and the value generated by the external hardware and calculates an address from them as follows:

...N HELPLINE

THE ROAD TO FAME

A letter in the international section this month comes from Rehan Yar Gkhan in the United Arab Emirates. He writes: **I want to start a firm similar to yours and I want you to advise me on how to do it.**

It seems to me that the best way to start off these days is to write some software of your own, and submit it to one of the established companies for evaluation. You will find they will be quite interested to see your work and to guide you in developing your talent. If you're successful then the next thing to do is produce some serious work, perhaps a budget game or some loading screens or graphics for one of the established companies. This could be your first step to stardom.

---

screen or in a separate work space thus creating a picture from a compressed set of data. A separate routine is also required to "colour in" the picture in the regions between the lines which have been drawn. The programming involved can be quite sophisticated and is beyond what can be covered in a column of this nature.

However a technique which lacks the finesse of special drawing routines but is relatively easy to describe and interesting to use is to look for patterns in the data forming the picture and to use the patterns to advantage.

An astute computer programmer when storing data of this nature will recognise the pattern and will devise a rule which takes advantage of the pattern to allow the data to be compressed. The rule might be 'store all non-zero entries exactly as they are but store a sequence of zero entries as zero followed by a number which indicates the number of zeros in the sequence'.

Consider the following list of numbers:

...9, 11, 34, 4, 3, 5, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 7, 8...

When compressed using the rule above this list would appear as:

...9, 11, 34, 4, 3, 5, 0, 16, 1, 7, 8...

Where the 0, 16 indicates a sequence of 16 zeros.

Returning to the Spectrum screen display we can see that the same effect is present. Because we are dealing with a high resolution display most of the pixels are zero and are illuminated. This is particularly true when a cartoon style image is displayed, say of Mickey Mouse, which consists of an outline only. With the colour variation provided by the attribute area. We are forced to consider groups of eight pixels together ie bytes if we are to develop the compression scheme but even at this resolution, many sequences of bytes will consist of zeros only.

When a sequence of zero bytes is detected then this can be stored as a zero byte followed by a number indicating the number of zero bytes in the sequence. It is not difficult to add such compression (and decompression) rules. Experiments indicate that reductions in memory requirement by a factor of two or three can commonly be achieved■

Address = 256 ★ I register + hardware

It then looks at the contents of the calculated address and the subsequent one and calculates a new address from them as follows:

New address = Address + 256 ★ (Address + 1)

It then jumps to the new address. Thus if the I register contained 143 and the hardware generated the value 27 the Z80 would look at the contents of:

256 ★ 143 + 27 = 36635 and 36636.

If these two locations contained 137 and 93 respectively (ie **Peek** 36635 = 137 and **Peek** 36636 = 93) it would then jump to location:

137 + 256 ★ 93 = 23945.

This rather complicated procedure is known, aptly, as an indirect jump and is not as cumbersome as it seems. It enables as many as 128 different types of devices to be attached to the Z80, each type generating its own value to contribute to the indirect jump address. The programmer then constructs a table containing 128 addresses each held in two bytes and each pointing to the routine that handles a particular device. The I register points to the location of the beginning of the entire 256 byte table.

It should be realised that an interrupt can be generated by any piece of hardware which is attached to the correct line into the heart of the Z80 – rather in the manner that anyone can come and press the doorbell to call you to your front door. On the Spectrum the hardware generates an interrupt 50 times a second and then the Rom software looks to see if a key has been pressed and looks after the display refresh.

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- **Tokyo-a-go-go!** We've been half way around the world to bring you news of the hottest coin-ops this side of, well, somewhere pretty hot. If it's coming over here, we saw it over there. And you can read about it before anyone else
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ARCADE REVIEW

DEFLEKTOR

PROGRAMMERS
The man responsible for **Deflektor** is **COSTA PANAYI**, one half of the VORTEX programming team. Previously, Costa has worked on **Revolution** and **Highway Encounter** for Vortex

All those who thought that Gremlin's **Deflektor** was going to bear more than a passing resemblance to Virgin's **Rebel**, slap wrists and go to the bottom of the class.

Because, although the games are based on the same principle, (bouncing light beams across a series of mirrors to open the door to the next level) **Deflektor's** very different.

Deflektor is set in an electrical circuit system. The system has been invaded by Gremlins (what else) and things are generally a bit on the dodgy side. Basically, the current isn't getting through and it's up to you to twiddle knobs until it does. Go through all thirty levels and you've won the game.

What makes **Deflektor** more complicated than **Rebel**, and considerably harder, is the fact that it's not just a case of moving mirrors. There are the Gremlins themselves to contend with. They jig about all over the place, moving mirrors and sending your beam anywhere but where you'd like it to go. And they leave little deposits around the place (ooer!), which need to be zapped with the laser to keep the place tidy. Then there are the energy sapping blocks dotted about, revolving mirrors that just won't stay still, refracting blocks, rocks, clocks, (sorry, slip of the typewriter, no clocks at all really) and, by and large, bits and pieces which are there basically to get in your way.

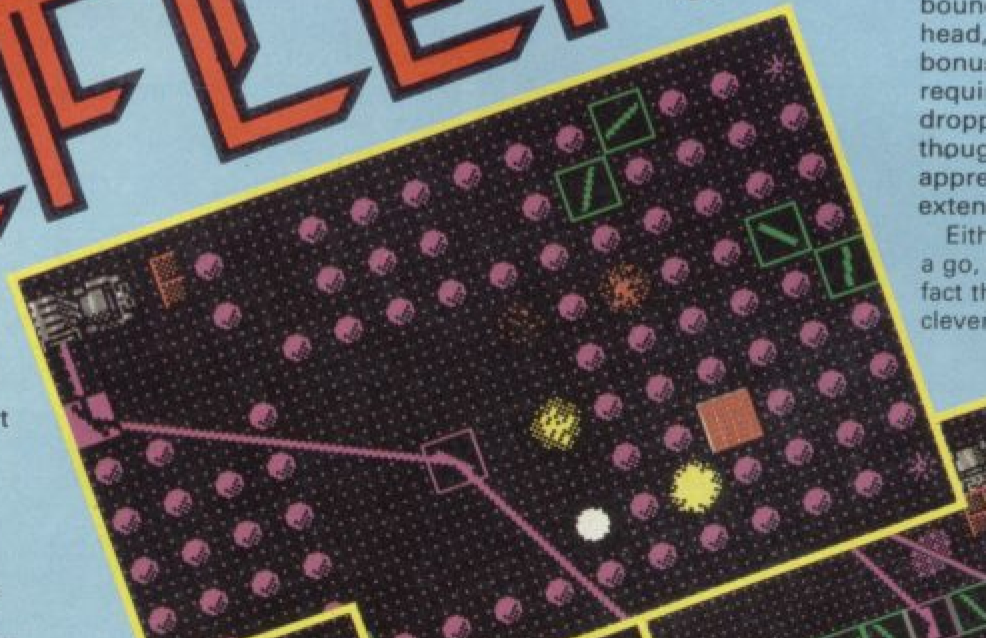
It's a daunting task at first. You control your laser using a cursor square which is positioned over any mirror in contact with the light beam. By pressing down the *Fire* button and rotating the joystick, you can twizzle the mirror around, thus sending the laser in the direction of your choice. Not as easy as it sounds. I found controlling the light beam pretty tricky at first.

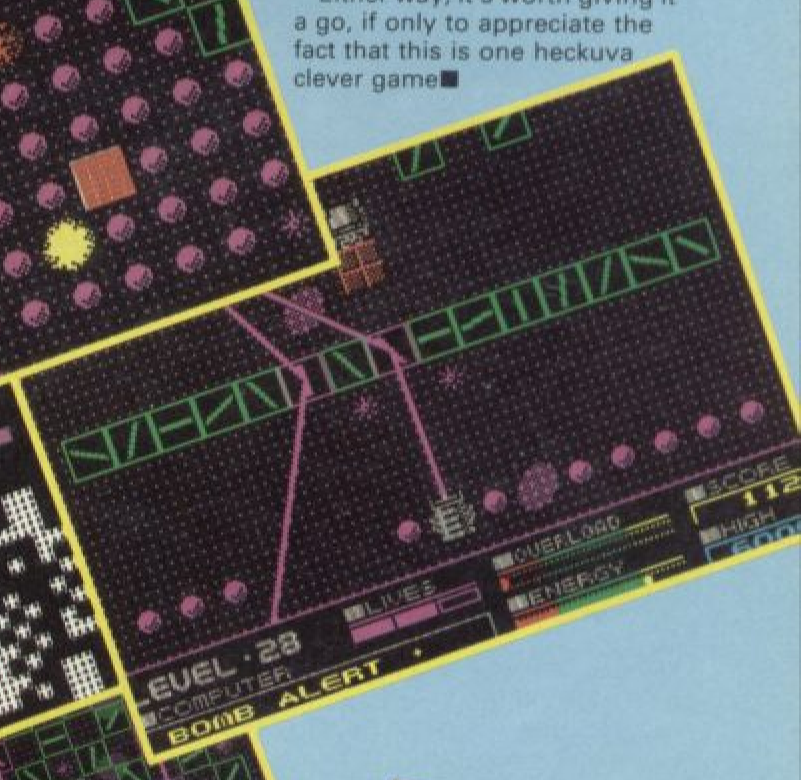
Once you've got the elementaries sorted out, off you go, twanging your beam around the place, bouncing it off various doings, until the screen goes completely red, and the message, 'Boom, Boom, Boom' appears on the computer print-out screen at the bottom. This is not an indication that a Eurovision Song Contest entry is about to begin, but rather a message telling you that you've overloaded the system.

Once you've overloaded the system, you have to start again, so it quickly becomes priority to find out how to prevent yourself from doing it again. You can overload the system by cutting your beam across itself, by training it on to a particular type of block, or by doubling it back on itself to re-enter the generator. And with the Gremlins about, avoiding all those things isn't easy.

In fact, you'll probably find that 'easy' isn't a word that you can apply to **Deflektor**.

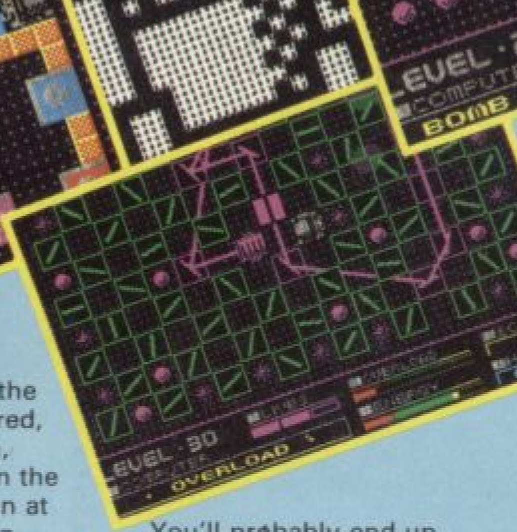
Whereas **Rebel** only required you to suss out which way to angle the mirrors. **Deflektor** gives you added hassle in the shape of bits and pieces that generally muck things up for you.











You'll probably end up feeling horribly frustrated and tearing out your hair. But you might find yourself hooked.

Personally, I found **Deflektor** a llittle too complex for my tastes – there's just a bit too much going on for my liking, but I'm quite prepared to admit that there are people who are going to just lurrve it.

So whether you're that sort of a person who likes mathematical puzzles and bouncing light beams off your head, or someone who likes the bonus rounds which just require you to zap Gremlin droppings without too much thought, you'll probably appreciate **Deflektor** to some extent.

Either way, it's worth giving it a go, if only to appreciate the fact that this is one heckuva clever game■

FACTS BOX

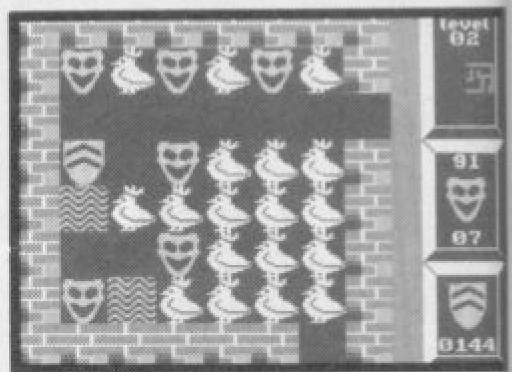
Strategical-cum-zappy game that's going to fascinate. Whether it keeps your interest, is down to how patient you feel

DEFLEKTOR
Label: Gremlin
Author: Costa Panayi
Price: £7.95
Joystick: Various
Memory: 48K/128K

Reviewer: Tamara Howard

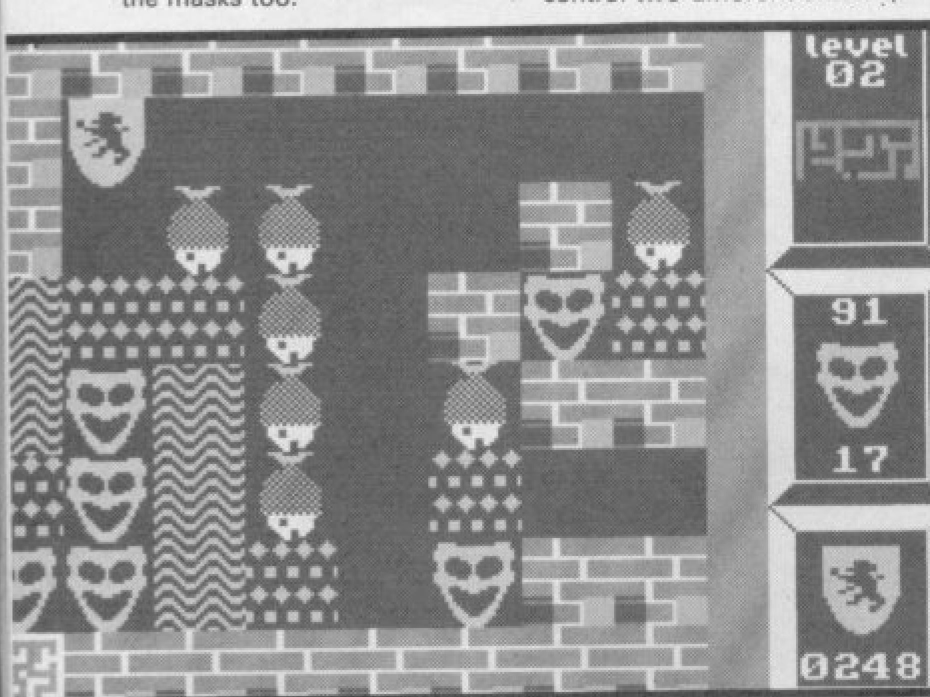
★★★★☆
★★★★☆ **8**

XOR



The first problem, I suppose, is one of etiquette. How *do* you pronounce his name? Is it "Xor," "Xor" or even, "Xor"? Myself, I'm not so sure, but I feel it's important to settle things in your own mind before wading in with the game.

It's a maze game. Controlling the mazes (all fifteen of them) is **Xor,** and your job is to reveal him by zipping through all the mazes and reaching his HQ. And while you're at it, collect all the masks too.



Not very easy at all in fact. You control two different shields, and by switching between them, you can hopefully pick up all the little Xors. A monitor down the side of the screen will tell you where to find the masks, how many you have, and how many more you need to find. It also tells you which of the two shields you control. You have something like two thousand moves in which to get round the maze (not many when you keep forgetting where you are), but there's no time limit imposed.

Xor looks pretty good. The graphics are large and clear, and the game's very easy to get into. But I'm not sure that you're going to want to stay there. It's just a bit too clever-clever for my liking, and I must admit that I can only be impressed by the look of the thing for so long before I start to wonder where the gameplay went. I like the general idea, but there's no real excitement, you just keep plodding around the place. It looks good but **Xor** is let down by its gameplay■

FACTS BOX

Interesting-at-first maze game that becomes less ab-xor-bing as you go on. Good graphics, bodes well for the future

XOR
Label: Logotron
Author: Astral Software
Price: £7.95
Memory: 48K/128K
Joystick: Various

Reviewer: Tamara Howard

★★★☆☆
★★★☆☆ **6**

MYSTERY OF THE NILE



I don't want any of you lot to say that **Mystery of the Nile** looks anything at all like the film of similar name starring Michael Douglas and Katheleen Turner, because it doesn't.

That said, I can get on with the review. **Mystery of the Nile** is an arcade adventure, set in Egypt (vota surprise) and concerns the search by hero Nevada Smith (!), his assistant Janet Dwight (!!), for the sacred Jewel of Luxor, which has been whipped by Abu-Sahl and his thugs.

It's quite nice to look at, but there's nothing special about the graphics and though there are forty screens in all, they flip rather than scroll.

Each location has a full complement of angry assailants and different adversaries need different members of your home team to kill them. Because – and here's the novelty element folks (you knew there was one didn't you – and it certainly wasn't the plot) – you get to play all your three characters at *the same time!*

Anyway, as you progress, you pick up Indiana, I mean Nevada Jones. Smith. Nevada Smith. And then you have to choose between the three of them as to who's best to bump off whom.

Now the only problem with this brilliant idea, is that you have to wait for everyone to catch up with you. So if you change from Janet to Al-thingy, you have to wait for everybody to turn around and get behind you, and while they're doing this, the chances of catching a bullet are pretty good.

That's a bit of a downer really. But apart from that, the lack-lustre graphics and blippy pseudo-Arabic music, there's something completely, 'Ooh-just-one-more-go,' about it.

OK, so the graphics are a tad trundley, and there's a pretty imaginative blip, blip, squeak, squeak, splodge as everyone trots round the town, but the film's the thing, I mean, the game, what film, nobody mentioned a film did they?

All together now, when the going gets tough, the tough get going . . .■

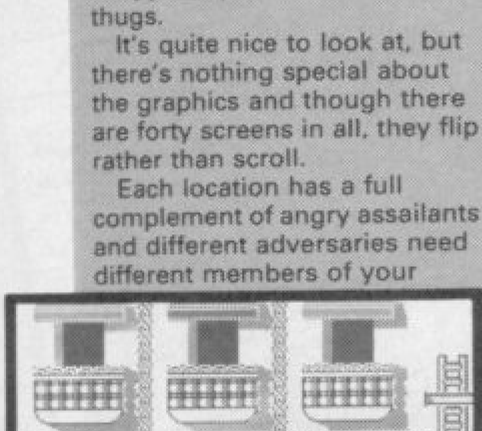
FACTS BOX

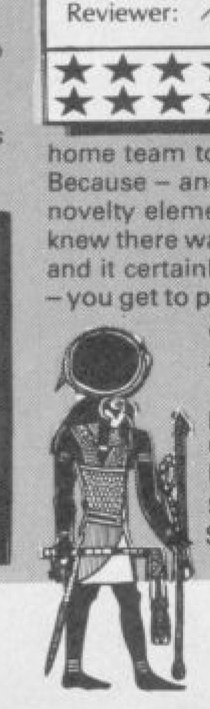
Appears to steal from that film, but a tasty little game all the same. No great shakes concept wise

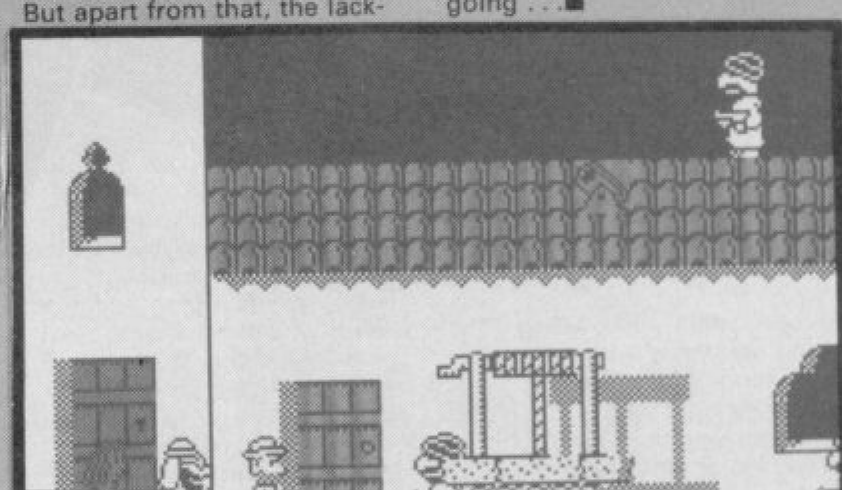
MYSTERY OF THE NILE
Label: Firebird
Author: Ziggurat
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆
★★★☆☆ **7**





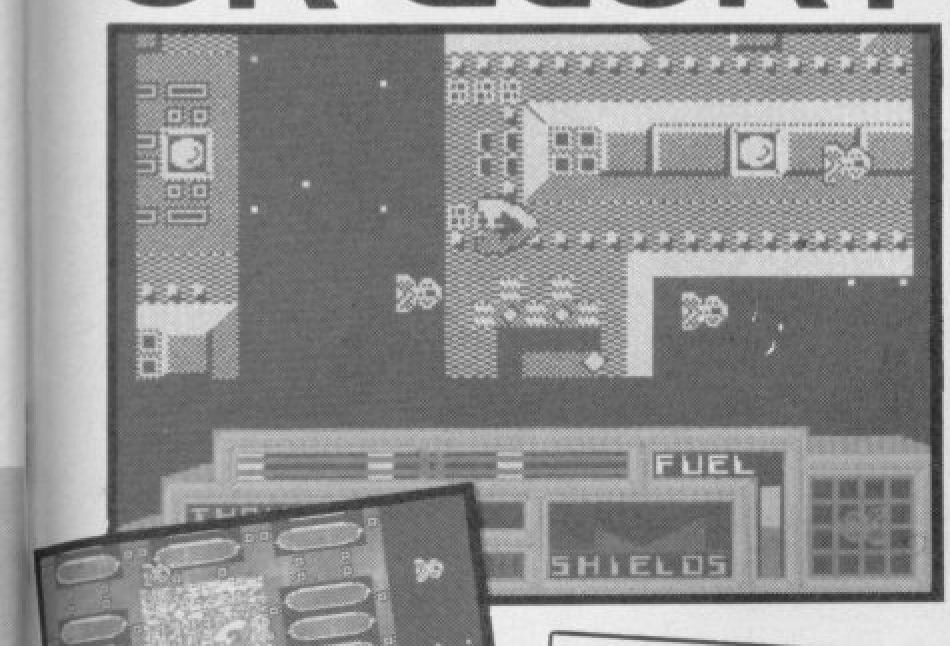


ARCADE ★ REVIEW

In the void of space an alien invasion fleet heads towards the island planet (island *planet*??) of New Stratford (well that explains it).

Out on his simple conundrum survey a lonely spacedozer pilot stumbles across a hoard of android fighters. He quickly decides this is his chance to

DEATH OR GLORY



save his planet (not to mention to be a hero) and he drives his dozer straight into the droids and the fleet with the battle cry of **Death or Glory**.

My first attempt was quite amusing. I took control of my spaceship and pressed the *Fire* button straight away. Nothing happened! Pulling back on the joystick I managed to thrust the ship forward and with the 360° control it wasn't long before I came across the invasion fleet itself. I tried *Fire* again whilst above it and voila! Yes, a chunk of it disintegrated. It looked like a bug but, apparently it's the function of the spacedozer, destroying anything in (and under) its path.

Soon, after flying around destroying everything in sight, I wondered exactly how you get on to further levels. After all, this is a scrolly scrolly shoot-'em-up. Suddenly – boong! – I'd been transported into somewhere else.

Funnily enough it looked very similar to the first set of screens, except green.

There is nothing really to complain about with **Death or Glory.** It has neat graphics, nice movement and quite an original theme. The only thing I wondered was why the *Rambo*-style weapons cache was missing. Maybe the way you can eat the scenery is actually a bomb underneath the ship which can be dropped but not seen?

Oh well, who cares. It's quite fun anyway■

FACTS BOX

Quite a smart looking scrolling blast – but there's very little to get excited about. Not exactly startling

DEATH OR GLORY
Label: CRL
Author: In-house
Price: £8.95
Memory: 48K/128K
Joystick: various

Reviewer: Jason Roseaman

★★★☆☆
★★★☆☆ 6

TWILIGHT ZONE

NIHILIST

ARCADE Label: **Electric Dreams** Author: **Shahid Ahmed** Price: **£9.95** Memory: **48K/128K** Joystick: **various** Reviewer: **Jim Douglas**

Acceptable release bringing forth absolutely nothing new for your pleasure. ED is capable of better

Nihilist is, to all intents and purposes, very, very similar to Pulsator from Martech.

You play a fairly uninteresting circular character who has to glide around an extensive map, collecting keys and opening doors and not getting killed by the bad guys. Everything is viewed from above.

So what's new? Not a great deal. Instead of being the largely passive type that you played in Pulsator, your objective in Nihilist is to kill.

Perhaps I'm sounding a bit too negative. The graphics move smoothly and there is some fun to be had from zapping the droids. Unfortunately, perhaps not enough for the price■

★★★☆☆
★★★☆☆ 6

AGENT X II

Extremely disappointing follow-up to an excellent original. Highly unoriginal and dull. Don't bother.

Arcade Label: **Mastertronic** Price: **£2.99** Author: **Software Creations** Price: **£2.99** Joystick: **Various** Memory: **48K/128K**

Agent X II the sequel to Agent X is awful – clones of Sidewize, Jet Set Willy and Arkanoid.

The first sub-game – the Sidewize clone – has averagely smooth scrolling but terrible colour clash. Highly mediocre.

Sub-game number two and it's platform time. At first I though that being able to jump down through the platforms was a bug. Sad but true, this part of Agent X II is twice as abysmal as the first.

On to game three and I get out the ol' bat 'n' ball ready for my favourite type of game. Oh no! Yep, this is as bad as the others. The ball moves much too fast, and there are billions of tiny squares instead of big ones.

The graphics are nothing to shout about in all three games, gameplay is drab and lacks originality. The reputation of the original Agent X will attract customers. Don't get caught■

★★☆☆☆
★☆☆☆☆ 3

ANGLE BALL

SIMULATION Label: **M.A.D.** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

The most playable simulation in this field, but like most falls on being a little monotonous

An old idea with a fresh twist. Well, admit it. Very few of the games released today are purely rehashes of old favs. Everyone likes pool. Let's give the table 6 sides instead of 4. And there you have it, a completely original concept.

Angle Ball has 6 sides, 8 balls and 6 pockets. The idea of the game it to pot the balls in any order, potting the black last. You must position a cursor over the ball of your choice and in whatever direction. Then you must select spin and pull your cue back to as far from the ball as you want to signify power of the shot.

This game is great and its great fun■

★★★★☆
★★★☆☆ 7

LIVE AMMO

COMPILATION Label: **Ocean** Authors: **various** Price: **£9.95 cassette/£14.95 disc** Joystick: **various** Reviewer: **Tony Dillon**

Well-thought out collection of classic games. An essential purchase

Live Ammo is the first of two compilations released recently by Ocean. As you may have guessed from the title, it's a collection of all action games.

First off is Green Beret, the horizontally scrolling, stab-, burn-, fire-missiles-at-and grenade-em-up arcade classic. Next is Top Gun, a two-player, split-screen vectorised shoot out in F-14s. OK, but not great. Close behind that comes Rambo. A one man battle across the Vietnamese jungle with some great tunes. Then the classic, The Great Escape. Lots of action, struggling to escape from a German POW camp. Finally Dinamic's Army Moves. seven different screens in various modes of transport.

This is easily one of the best compilations I've come across■

★★★★★
★★★★☆ 9



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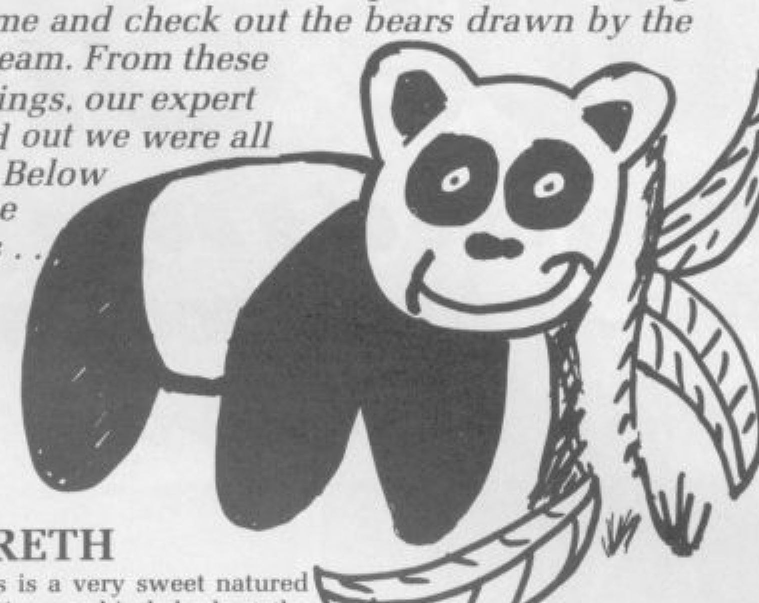
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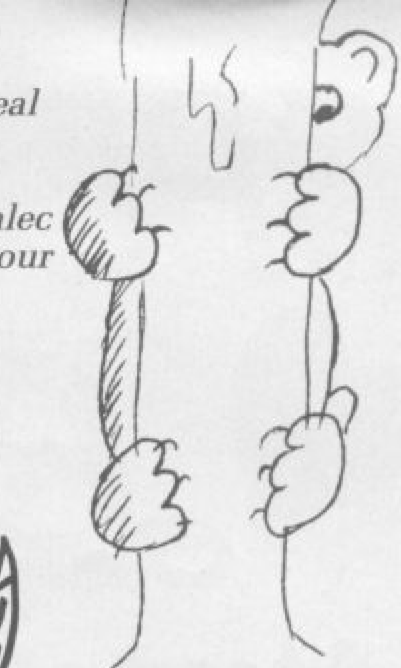


We all know that handwriting can reveal your personality. Whether you have spikey neurotic writing, or long self indulgent flowing curves, there's some smart alec who can tell everyone you hate sardines and your Uncle's name was Derek.

But now, we at SU have discovered a science even more exact than graphology. Forget letters and commas and full stops. We're talking bears.

Yes. We hired the most experienced Bearologist to come and check out the bears drawn by the SU team. From these drawings, our expert found out we were all mad. Below are the results . . .





JIM

What a pathetic sort of a bear. He looks very miserable and dejected and unloved, doesn't he?

This is a giving bear. It's very open and honest, look at the way its arms are outstretched. It wants you to take everything it's got. Unfortunately, everybody believes it, consequently this bear tends to find itself without money, clothes, food, etc. Which is why it's so miserable. Life is not kind to this bear and it wants everyone to know it . . .

I'm struck, time and time again, by the rounded lines used by the whole SU team. They must be a cuddly lot. This particular bear has lovely rounded paws, and a very round head. Indicates a soppy nature. However, this bear is obviously at odds with himself, not only does he look thoroughly unhappy with his lot in life, but he's got one pointy ear. This indicates an often supressed, but nonetheless strong, nasty streak. This is a person who wants to be thought of as tough and living on the edge. He's not above kicking over the odd table. But he always says sorry afterwards, and offers to pay for any damage■

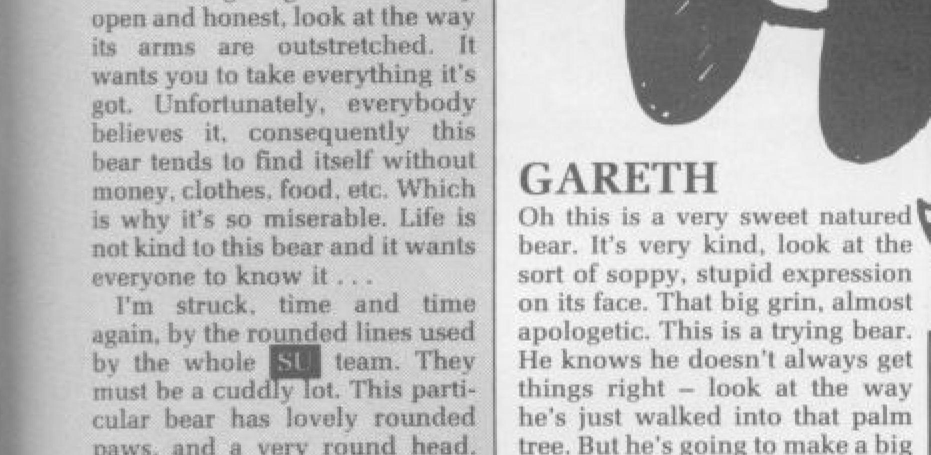
GARETH

Oh this is a very sweet natured bear. It's very kind, look at the sort of soppy, stupid expression on its face. That big grin, almost apologetic. This is a trying bear. He knows he doesn't always get things right – look at the way he's just walked into that palm tree. But he's going to make a big effort to do well in the future, like get home on time and not drink so much.

Home's very important to this bear, look at the rounded solid lines used in the drawing. The circle always indicates either a strong family bond or a liking for penguins. this is very obviously a panda bear, regarded as slightly comical and fond of bamboo shoots. This person obviously enjoys take away Chinese food■

TAMARA

Looks cute and innocent doesn't it. Ah, Diddums (an Imagine joke) what a sweet little bear hiding behind the little tree. Look at its little paws, poor shy thing . . . Don't be conned – this is the most viscious bear of the lot. Behind that seemingly shy exterior lurks a bear with a heart of stone. If that one visible eye glints serious naughtyness and a close to psychotic personality. In those paws we see brutal animal strength. This bear should not be approached by anyone not in special protective clothing. It may respond to firm treatment by an experienced handler but anyone bitten by this bear should seek treatment urgently■



DAVID

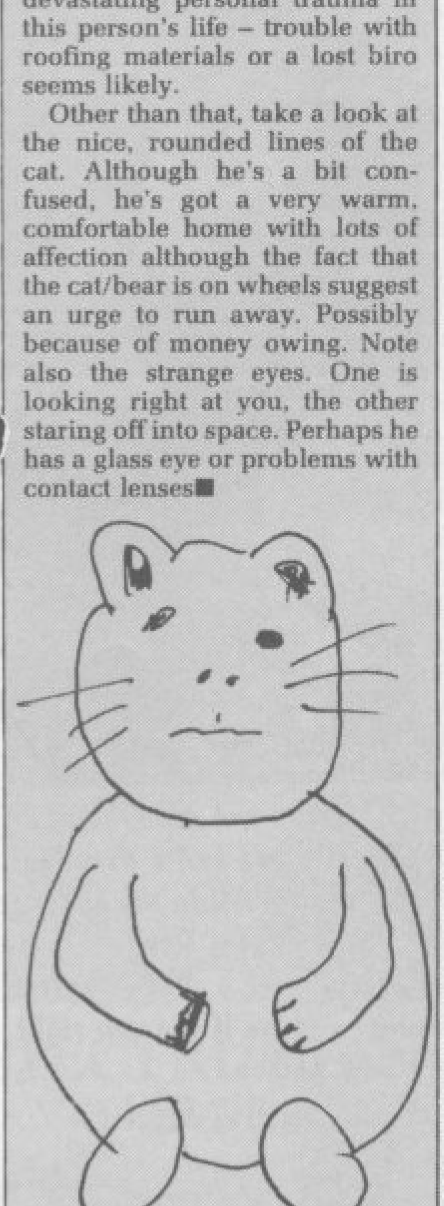
Quite definitely a polar bear. This person is more than likely to be big with white fur. On the surface, he appears to be a friendly bear, his mouth open and he's smiling. Or is he? Look a little closer, look at his eyes. See? Little and piggy – those eyes aren't smiling at all are they? So it's more likely that the open mouth means he's waiting for something to eat. A fish or Italian salami and salad sandwich perhaps.

Look at his fat cuddly paws and big, round bottom. Aaah. Now look at his big, sharp, nasty claws. Not very friendly at all really. He's digging in, holding on, and he's a never-give-in sort of bear. The sort of bear who constantly changes things at the last minute. Probably someone in a position of authority, who has a very unruly workforce underneath him. Quite a nice bear really, but a bit serious■

GRAHAM

This person is obviously suffering from a serious identity crisis. When asked to draw a bear, he draws what can only be described as a rather mankey cat. Perhaps there is some sort of devastating personal trauma in this person's life – trouble with roofing materials or a lost biro seems likely.

Other than that, take a look at the nice, rounded lines of the cat. Although he's a bit confused, he's got a very warm, comfortable home with lots of affection although the fact that the cat/bear is on wheels suggest an urge to run away. Possibly because of money owing. Note also the strange eyes. One is looking right at you, the other staring off into space. Perhaps he has a glass eye or problems with contact lenses■



★★★★★★★★★★★★

COMPETITION

Now you've seen the SU bears here's your chance to prove you can do better (couldn't everyone?).

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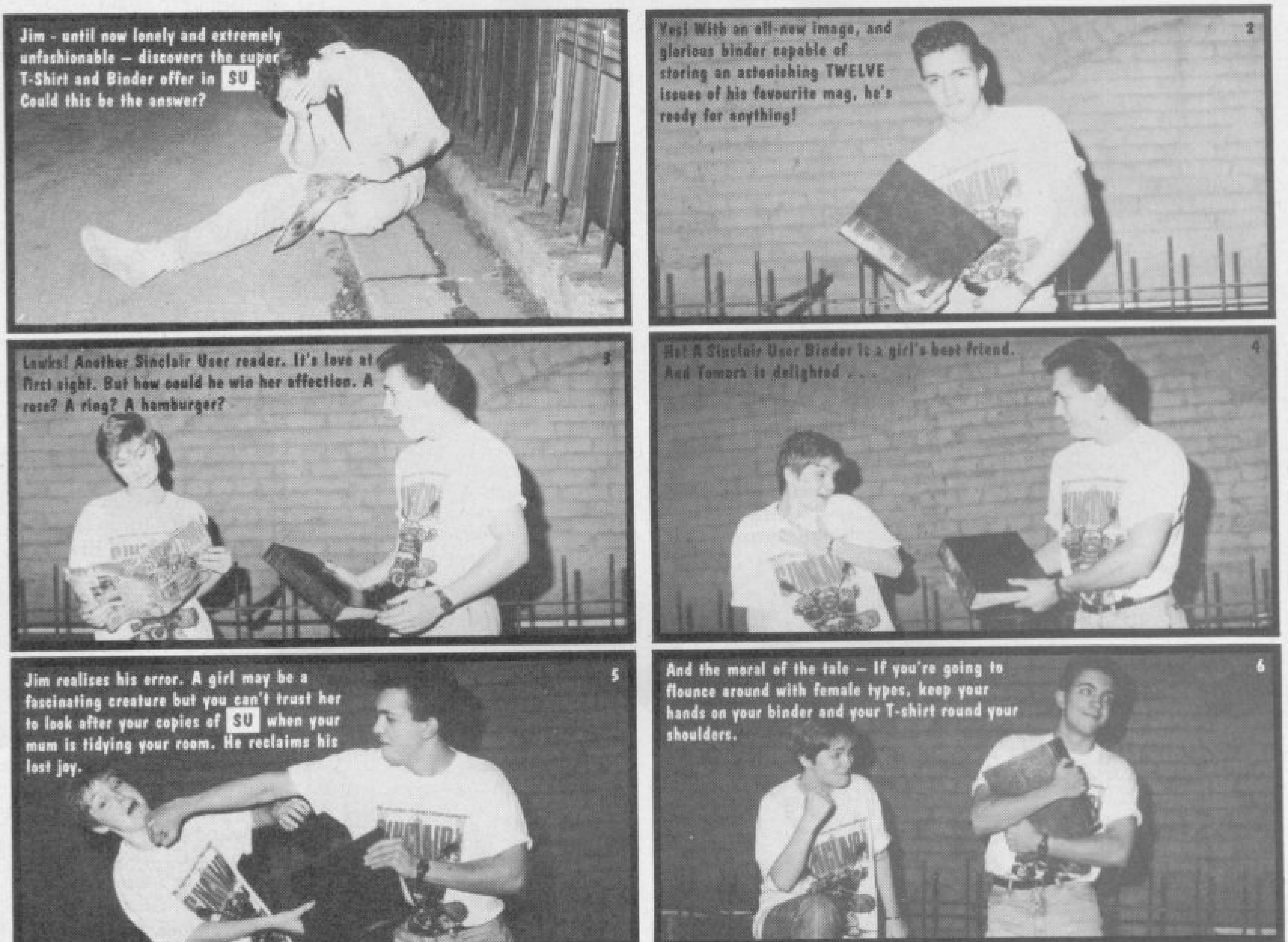
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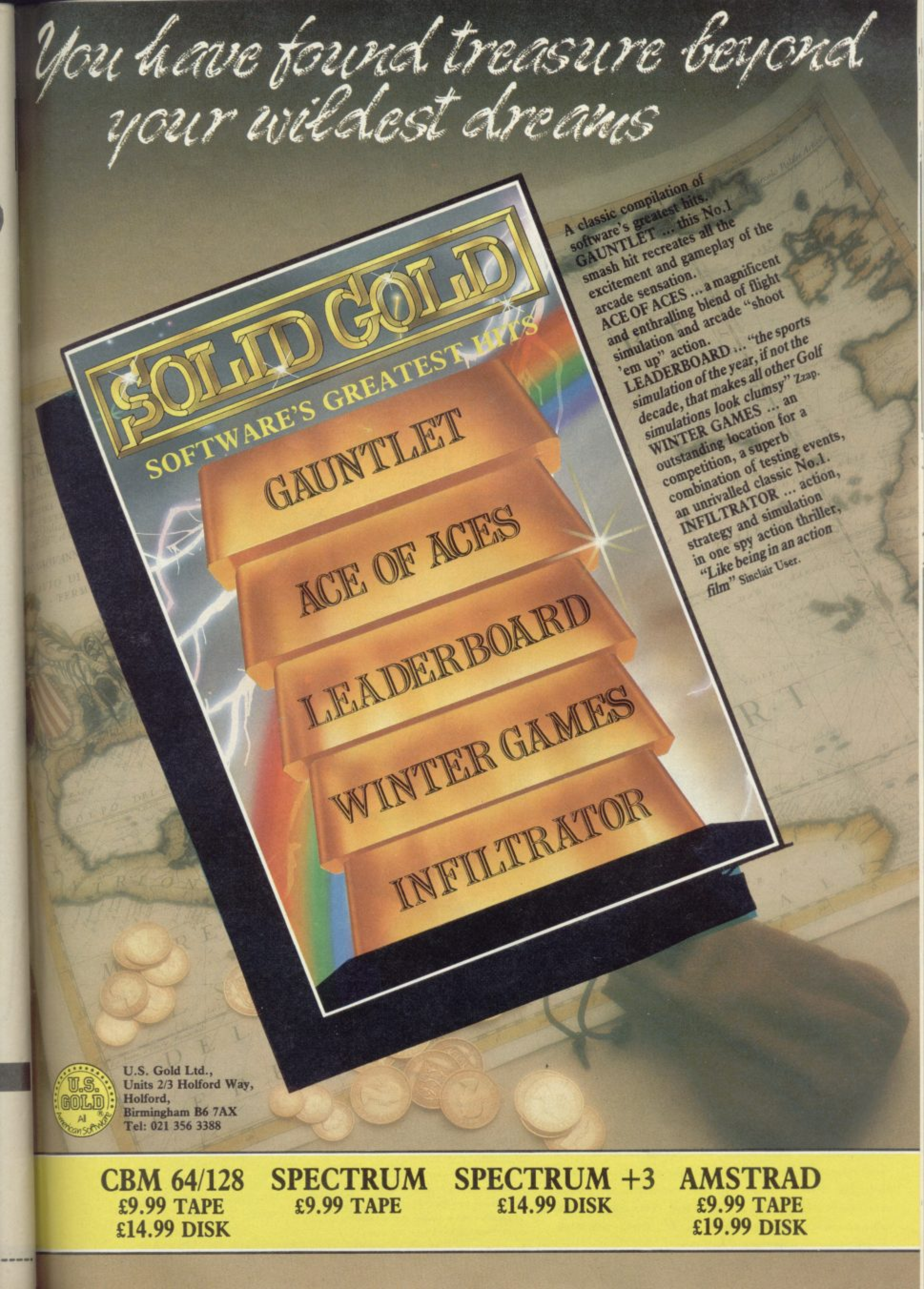
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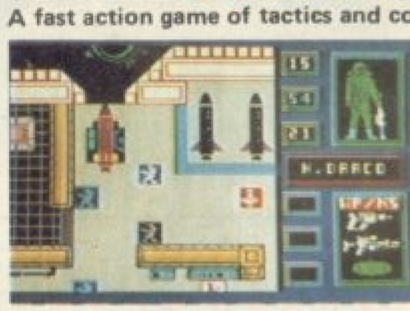
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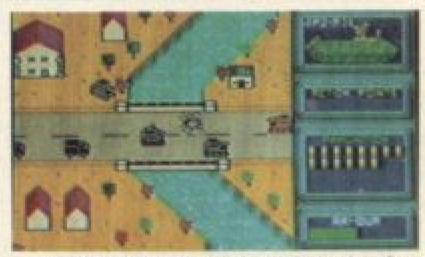
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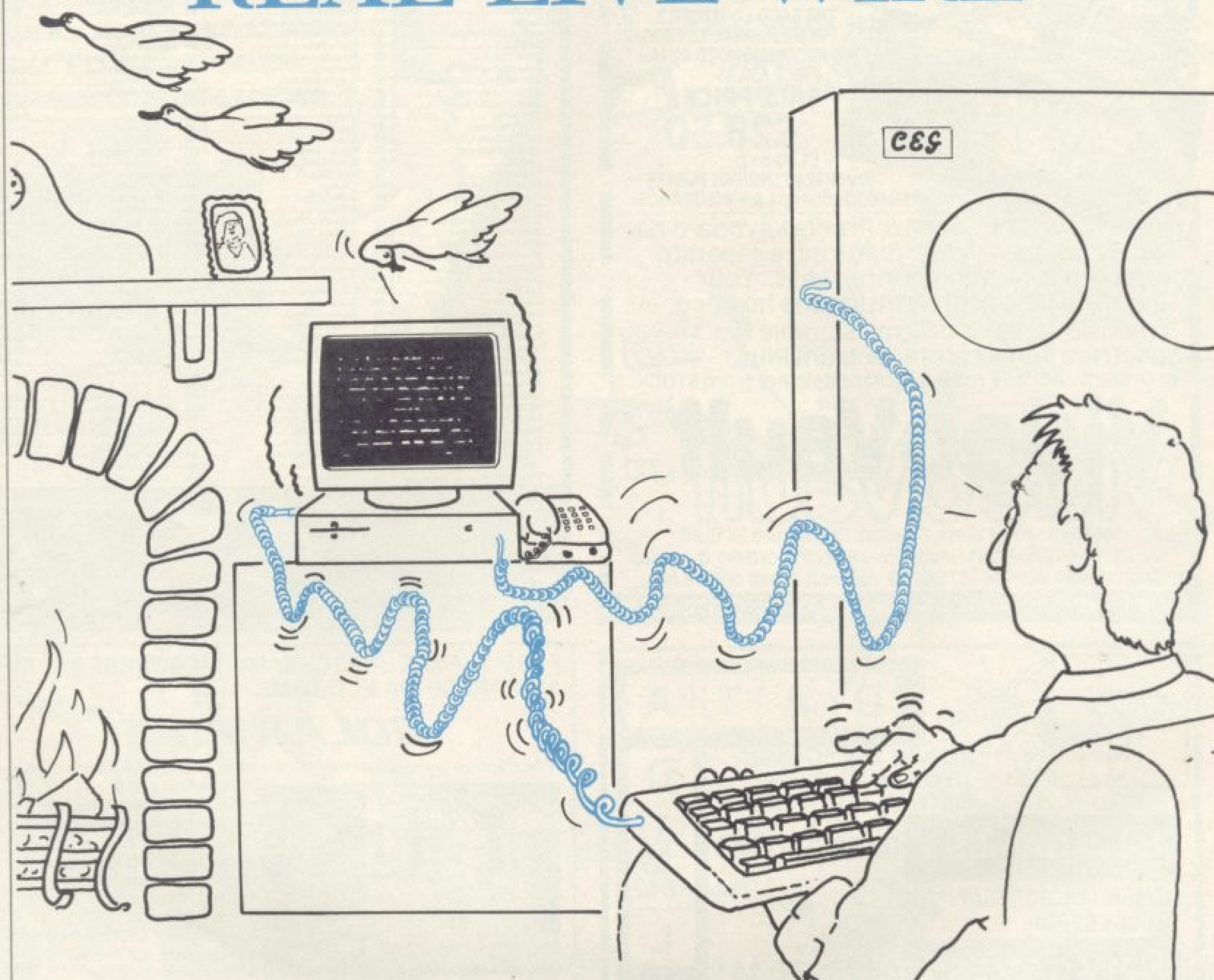
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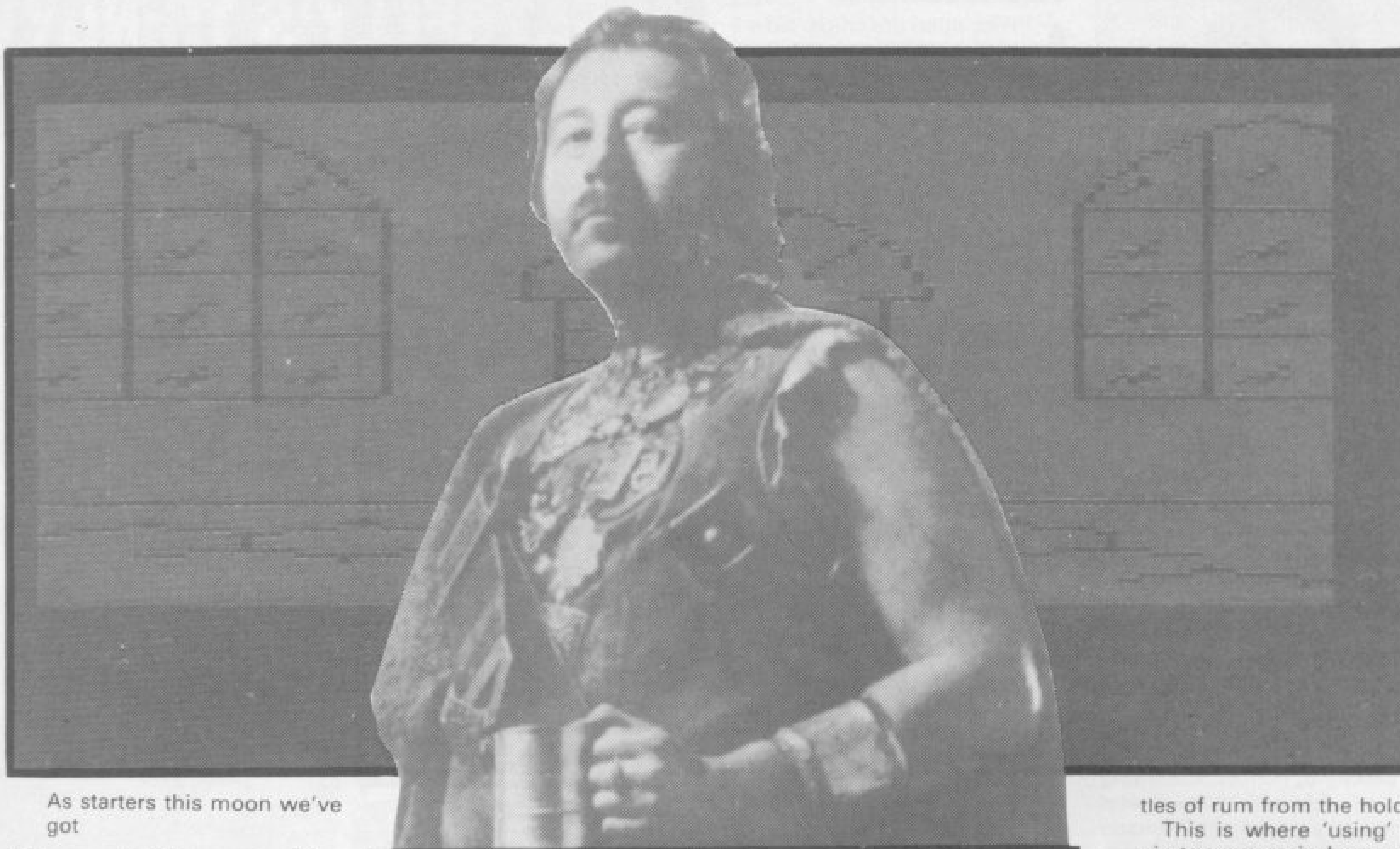
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GORDO'S HELPLINE

First a bit of good news on the fanzine front. 'Adventure Contact', the game designers' and writers' mag that folded over the summer, is now back in full action. Colin Page the new editor has sent me a copy of the latest issue and it seems that Contact will continue in similar style to previously.

In this issue, No 16, there are articles on prgramming games with the **G.A.C.**, the **Professional Adventure Writer** and more general topics like marketing and types of story line. If you do write your own or intend to start you'll find the mag a very useful forum for technical and design tips. Write to Page at the Kingfisher Restaurant, 91 Palmerston Road, Boscombe, Bournemouth BH1 4HP, for details. 'Adventure Contact' costs £1 a shot. As starters this moon we've got

As starters this moon we've got

The Price of Magick

and a begging letter from Peter Perrin of Swindon: "In the June Helpline you told how to get the Crystal Ball but not how to pass through the glowing gate. Using the Zen spell it's possible to get beyond it and then work backwards to it but this way the monkey won't appear. I found casting the BOM spell and giving anything worked. Then, passing through the gate the monkey falls on your back. I got the crystal ball from it and also a black ball which absorbs any spell and shatters – but what is the crystal ball for? Also what use are the Wheel, Crowbar, Cage, Books, Pendulum and Prism?

Well, the Crystal Ball is the focus for the ESP spell. To learn this you should examine or knock on the front door. The glowing gateway problem can be solved by giving any spell focus – Level 9 themselves say anything works, so your own solution is as good as any.

Now a long list of objects – which I've had to cut back anyway because of space. The Wheel is the focus for the DED spell but the Crowbar is effectively a red herring as its purpose was missed out of the final programming of the game. You can use the cage to hold the bat but it's not really necessary. The books are purely for pleasure but the Pendulum is focus for the DOW spell. Finally, the prism is the focus for the XAM spell which allows you to examine the magical properties of the target object. How's that?

Peter continues his letter on another topic: "I've read nothing of people getting stuck well into Part 4 of

Colour of Magic

I've managed to complete the first three sections but can't even begin Part 4. How do I get started, how do I get into the locked cabin and can I use the rum bottles and bucket? If so, how? Can I talk to or use any of the pirates on the ship?" The first thing to be aware of here is that since you're on board ship you're going to have to use nautical directions – forward, aft, port and starboard – to move round. Start off by going forward and then opening the trapdoor. You can then go down and collect a bucket and three bottles of rum from the hold.

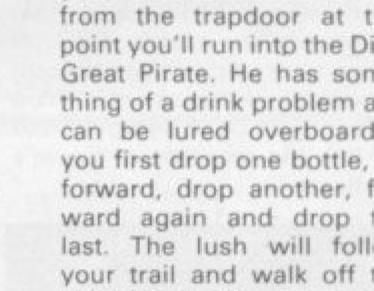


This is where 'using' the pirates comes in because if you head aft and starboard from the trapdoor at this point you'll run into the Dirty Great Pirate. He has something of a drink problem and can be lured overboard if you first drop one bottle, go forward, drop another, forward again and drop the last. The lush will follow your trail and walk off the ship. You'll now be free to get to the lifeboat and launch it. The bucket is used for bailing it out. Make sure you take the frog when it's mentioned in the location description.

Heading in weirder directions we

Journey to the Centre of Eddie Smith's Head

with Steve Wheal of Swindon (popular innit?) who asks: "How do you avoid dying of thirst? Does the ignition key have anything to do with the green van? What's the arsenic for, and what do you do with Eddie"



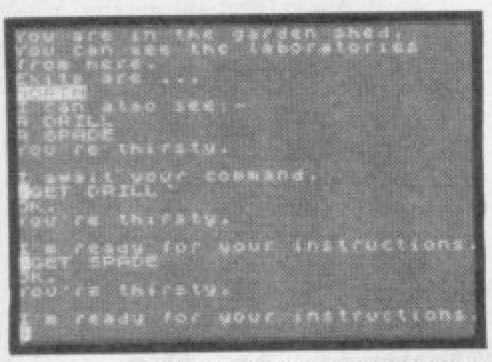
Alongside these is another missive from Allan Phillips of Camden who wants to know "Where the cat is and what the drill is for. Also I've



GORDO'S HELPLINE

hypnotised Eddie with the watch and string but can't get him to talk or follow me anywhere."

This is a pretty crazy game and when you play it you should bear in mind the title – the aim is actually to enter the deranged brain of said Eddie. This is a partial answer to the last questions asked by both Steven and Allan. Allan is actually nearly there with his hypnosis. What you do is 8,3 to get the fluence on Eddie and then put on the condenser that you should have bought with Eddie's savings. You can now 14,10 and go south into the recesses of Eddie's head.



To avoid dying of thirst (I think) try hitting the loose panel in Eddie's house. This will reveal a secret room where you can get a big key to unlock the door in the hall. You can go down from here and get something to drink from the cellars. The coffee won't slake your thirst and is, in fact, what the arsenic is for. After you've got the coffee by kicking the machine, put the arsenic in it and give it to the teddy bear.

To start the van you just 5,1,16 after you've entered it. Then drive north. This leaves only the cat, which I believe is in the hostelry – shoot it and examine it carefully. If you're having problems at this point Say Help and then Type Help on the computer.

For all you furry foots Nicholas Peers of Garth, Powys, has sent in a quick and painless solution to

The Hobbit

"First open the chest. Now E x 2 and N where you sleep three times until the trolls are dead. S and take the key, then back N and unlock and open the cave. N and take all. Head Sx2,SE,Ex2. Wait here until the Nasty Goblin enters then D,NE,U,S,SE and wear the ring, N,D,N, open the crack, U. You can now remove the ring. Ex2 and OPENx2. Eat the food, NE,Ex2. Throw rope across river – use the full instruction – pull rope. Now climb into the boat, climb out of boat and go E. Break the web, NE, break web and N. Wear the ring again, go S and kill the butler with the sword (this isn't absolutely necessary, there are other ways. GG.)

Open the trapdoor, take the barrel and throw it through the trapdoor. Jump, E and carry Bard. Head E,N,U, wear the ring and wait until the dragon appears. Say to Bard "Carefully shoot dragon." Nx2, drop Bard and eat the food. Now take the treasure. Sx3,D,Sx3,W,WAITx2,W, WAITx2.W,N,W,SW,Wx5, SW. Open the door, W, drop the treasure and put it in the chest.

Once this is done you're surrounded by a mob of cheering elves, dwarves and hobbits who carry you off into the sunset. Thorin and Bard got a £5 million licence to film this adventure. By the way, how do you get past the sirens in **Return to Ithaca**?" Groan, I dunno, but in the original story Ulysses plugs his crew's ears with wax to stop them going bananas and then has himself tied to the mast so he can hear their beautiful but fatal song without danger to his ship. Hope this may help! Try some variation on this theme anyway. Thanks Nick.

GREATBELLY'S THINGY

1: IGNITION 2: RADIO 3: WATCH 4: ROBE 5: INSERT 6: KEYS 7: DROP 8: SWING 9: SMASH 10: SKULL 11: LINE 12: PULL 13: OIL 14: DRILL 15: TAKE 16: KEY 17: BOTTLE 18: LEVER 19: TIE 20: GARLIC 21: FILL 22: CHIPS 23: AROUND 24: WITH 25: FEEL

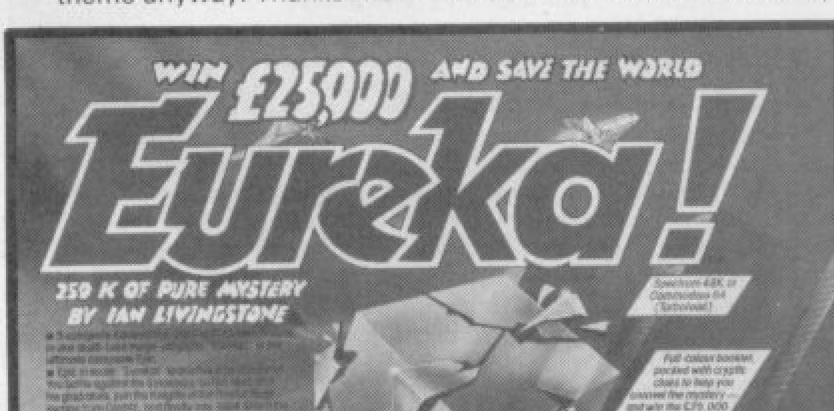


Eureka!

Joacquim de Moura Flores, writing from Abrantes in Portugal is flummoxed in both the Roman and Modern Caribbean sections of this adventure. "In the Roman part my problem is the leprosy. After contracting it I go to St Peter and show my faith in all the ways I can think of – nothing happens. I'm so desperate that I've done some actions that are classified as less than Christian. This results in death. What can I do in the catacombs as well? I've found a place that says 'take what you find' but there's nothing there.

"In the Caribbean I can't get out of the prison cell. I know the magnet is the solution but I can't find it anywhere. Can you help?"

Your two Roman problems are interconnected. You enter the catacombs by going north from the forum. Here you'll find a torch. Take it and head north twice then southeast. Now 15,4 and find your way out of the passages. To be cured of the leprosy you need only give what you've found to St Pe-



THE

FINAL MISSION: "Where does the breeze in the west wall come from," asks Larry McGuire of Strathclyde. "And can you do anything with the black monolith in the morgue?" As far as I know the breeze has no importance in itself. I also know of nothing you can do with the monolith apart from wasting time and allowing the unlovely and unwholesome Delphia to appear. Best thing to do in the morgue is to 7,20 so that she is eliminated.

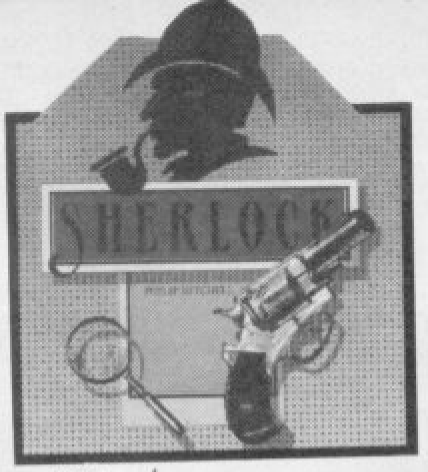
SEABASE DELTA: Howard Foster of Chingford asks "What's the little sub near the plank boar for and how do I work it?" Kevin Bewley of Connah's Quay also wants to know how to get the disc at the bottom of the shaft and what to do with the hot iron. To make the sub work enter it and 12,18. To get the disc you need the line and the magnet. 19,11, open the panel, drop line and pull it. Now you can take the disc. Use the iron to iron the crumpled foil – this is used to deflect the activator beam on the final missile platform.

AFTERSHOCK: Someone just called Raoul writes "I'm stuck down the sewers in Scott St with a handle but where the hell is the bottle of oil to make it work? After opening the sluicegate what do I do?" First you've got to get a bottle from a litter bin in the Park area of the zoo. Examine the bin first. Go to Darwin St where you'll find an abandoned oil tanker. 21.17, 24,13. This will enable you to lubricate the mechanism on the sluicegate. After you've done it, look and carry on!

ter. It's a holy relic and an ample sign of faith or more probably your luck in finding it!

I'm not sure about any magnet for getting out of the prison cell. Basically all you need to do is 9,2 and 15,6. You can then open the door and go out. When you get to the computer room remembers the number given in return for saying Eureka. Joacquim has also sent in the solution to the ripped, torn and singed coded notes in

Sherlock



"The ripped coded note and torn one share the same code – they're part of one message. The ripped one reads: 'H.W. I now have the plans. Your price is acceptable. Let me know where you . . .'

"The torn coded note follows on from this and reads: 'wish the sale to take place. Take care, Mrs Brown's death has started the police nosing around. Basil.'

"the signed note has a different code and the message has to be turned round. It reads:

" 'Basil. I will buy the plans at two thirty at the Old Mill Road near Leatherhead. H.W.' "

Now onto a selection of sticking points from the

Boggit

still popular with one Plig of



Oldham and June Wilson of Glasgow. Plig asks "How do I light the torch, answer Goldbum, rescue Drain and escape from the elvenking's dungeon?" whilst June needs to know how to start the motorboat to cross the forest river.

Right, you don't light the torch. What you do is insert the battery into the sword, which will then begin to glow, just like all the fancy elvish swords do in the 'real' story. Your guess is as good as mine with Goldbum's question about the airspeed of an unladen Nazul – if anyone knows please enlighten us all. What you really need to do in the passageways is, when you want to leave, type Delta 4. This takes you to an alternative McNeilish universe where you head for Room 101. If yo type BOGGIT her you'll be deposited at the Back Door of the goblins' mountain ready for your flight on the eagle. Avoid silly games with Goldbum, they'll only end in tears.

To rescue Drain head for the cooler with your security card clutched in hot little hand. Insert the card into the slot, untie Drain. You can now get the small curious key, insert the card again and escape. In the Elvenking's dungeon wear the ring and just hang around waiting for someone to open the door. You then just leave the dungeon.

At the forest river you must first climb into the boat and carry out a transaction to get your duty free – important in hiring a suitable dragonslayer. Drop your credit card, not the cash, to get the goods. Now tie the rope to the thingummy and cross the river. OK?

INFORMATION EXCHANGE

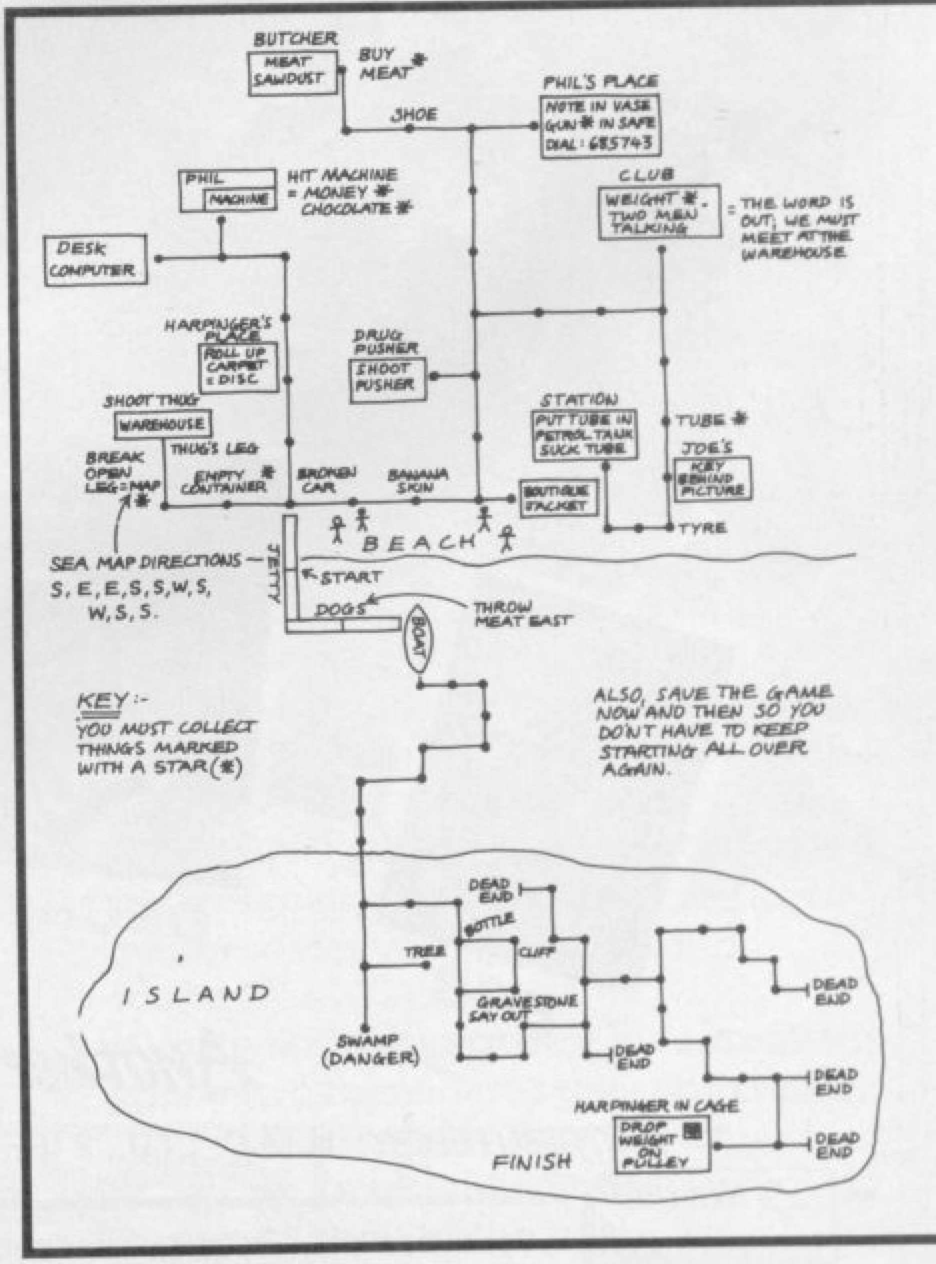
● For an s.a.e. and 25p per solution, Stuart Dickins of 6 Priory Road, Bournemouth BH2 5DL will send the solutions to **Seabase, Bugsy** (Pt 1), **Matt Lucas, V.B.C.A., Boggit, Microman, Shrewsbury Key** and **Aftershock.**

● Carl Hunt, Old Stables, Vicarage Road, Rguby CV22 7AJ is desperate to know how to avoid Wile E Coyote in **Road Runner.** I don't know that this is neccessarily my territory but he seems a worthy chap. Help him in return for information on **Chronos, Stonkers** or **Masterchess.**

● I had a letter a while back from Wayne Styles who runs an 'Adventure swap club' at 39 Lenhorn Gardens, Bolton BL2 6HL. Basically he asks you to send in a game with a list of ten other games you might want to swap it for. If he hasn't found a suitable swap in a month he'll return your original. This will cost you 50p plus 50p p&p. I'm not at all sure about this sort of system as it's obviously open to a lot of problems. However he assures me it's all OK, that he only deals with originals and that he's just keen to get swapping. I'm giving you these details as I've seen independent confirmation that the club is bona fide in 'Adventure Probe' which I know and trust. If you do write, use the postcode as the address he gives is not altogether clear.

If you do have trouble finding games to buy, especially if they're not so modern, you could well try contacting Aird Software Services at 139 Bromford Road, Hodge Hill, Birmingham B36 8HR (Tel 021-327 5046). They stock a lot of adventures not only for Sepctrum and provide a friendly and knowledgeable service.

That's all folks, Farewell.
Gordo Greatbelly.



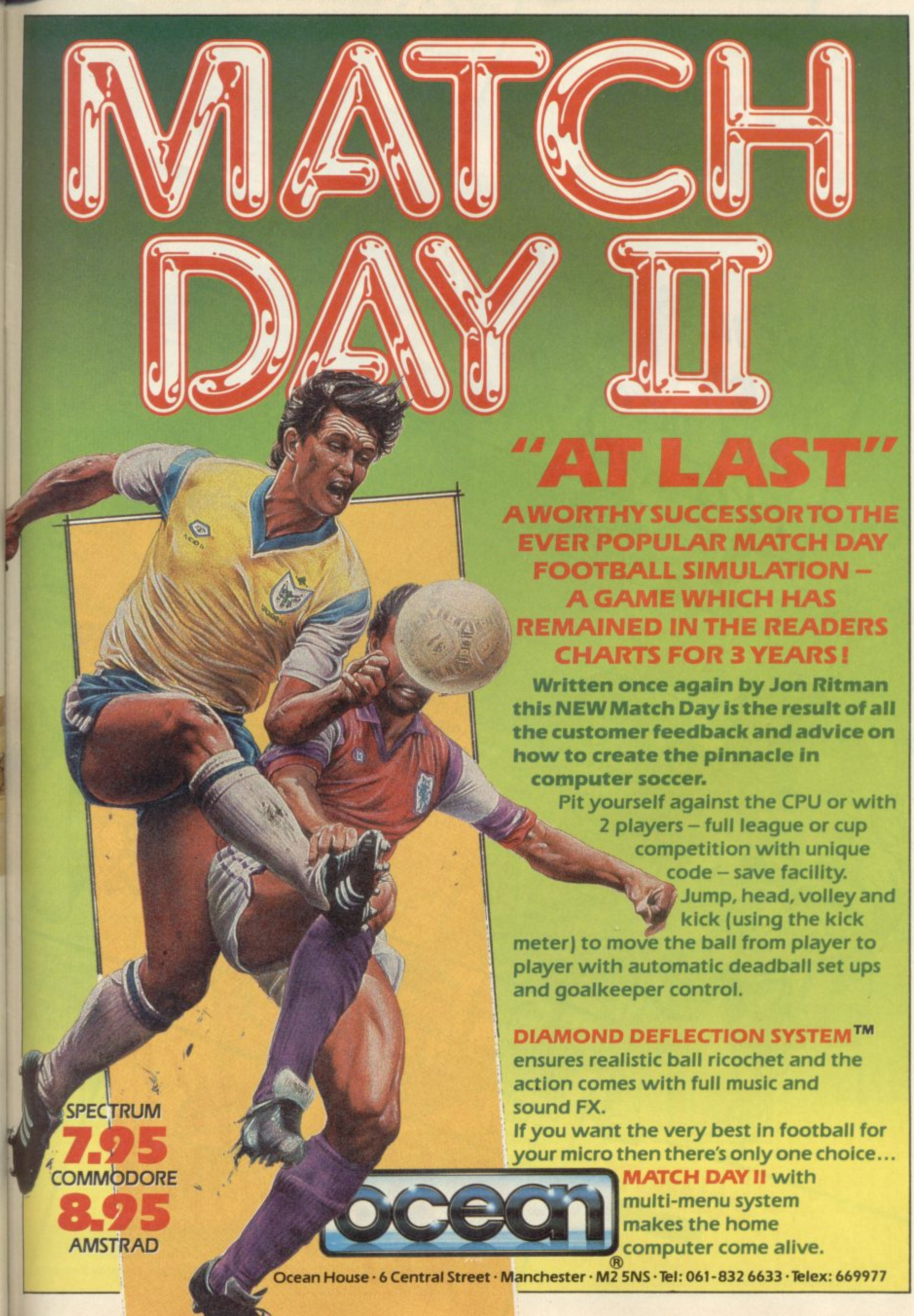
QUICKIES

REBEL PLANET: The name looks like Svot, Snout or Simon of Rio Tinto, Portugal. "I don't know how to get the dispenser card. Also how do I get out of the customs?" There's a card in the Travel Valet which you'll locate in the airlock of the Caydia. Talk to it first and then grab the goodies. To get through the customs behave like an honest citizen. Pay your taxes and do as you're told – I know this comes hard for adventurers, but that's life.

IMAGINATION: Jason Morrison, Portadown: "How do I pass the dogs on the airfield and how do I enter the citadel in Part 2. You got it wrong in June." Escape the dogs by entering 7,22. You can then go east and into the building. Take the pick from the cell area and pinch your arm to return to the computer. I'm not so sure I did get it wrong in June, provided you play the game in proper sequence. On the third occasion you enter the Second Univers you can go straight into the citadel. There are other things to be done before you get to this stage.

QUESTPROBE THREE: Danny Boyle, Belfast, doesn't know how to get Thing out of the tarpit. Torch actually goes first and must get the candle from the shack. He then flames flies, enters the tarpit and gives it to Thing. Get the watch and leave the pit, turning off flame afterwards. Thing has to hold his breath adn wait for about 25 turns while he sinks down – what a bore! Now 25,23 and smash the machinery. Head west, N x 2 and E. Light the candle at the wall of fire.


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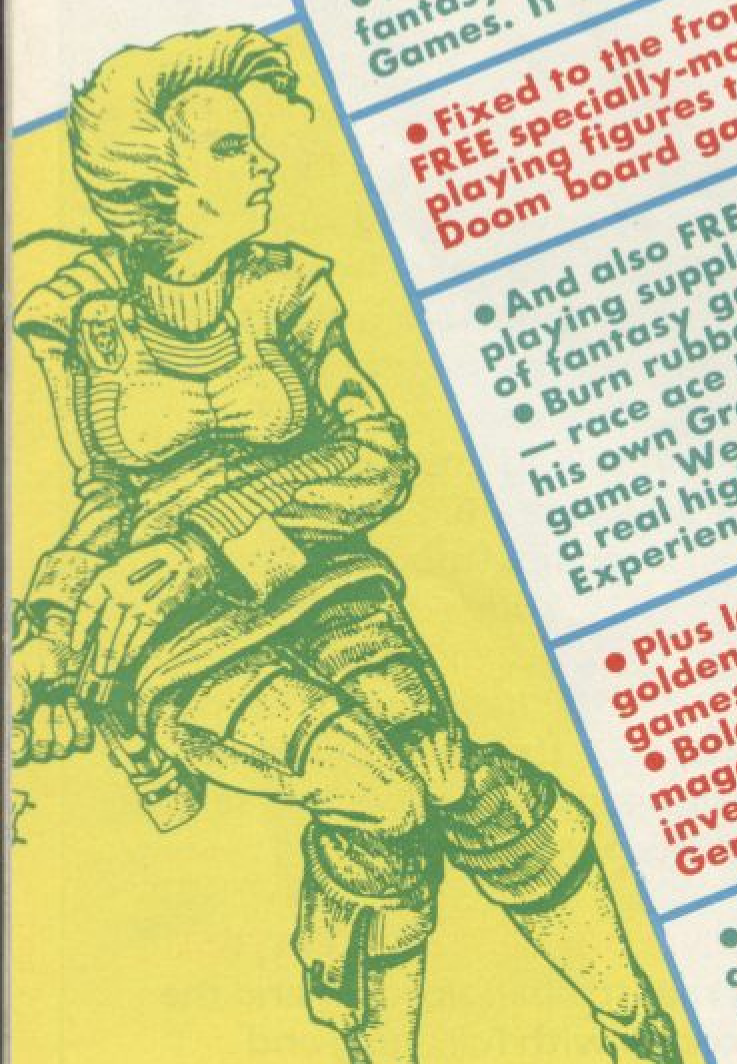


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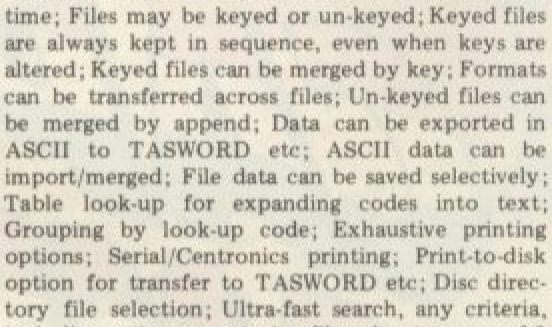
*Timings are approximate, depending on drive

MASTERFILE *Plus* 3

MASTERFILE PLUS 3 for the new ZX SPECTRUM +3
By Campbell Systems

Many thousands have used Spectrum MASTERFILE, in its day the most elegant filing system around. Over recent years improved designs for the CPC and PCW versions have evolved, and now MASTERFILE PLUS 3 has been created by refining still further the PCW version. In fact the PLUS 3 edition is four generations of re-design ahead of the original MASTERFILE, and gives immense power, speed, and flexibility compared with the original. Yet it is easier to use, one rarely needs to refer to the 62-page manual. To the original Spectrum has been added a disc drive, 64K RAM, printer port. But just see what has been added to the original MASTERFILE, from this huge list of features; things like MERGE, FIELD CALCULATION, IMPORT, EXPORT, KEYED FILES, FIELD EDIT, TABLE LOOK-UP, DATE-STAMP, VISUAL 96-COLUMN SCREEN/FORMS DESIGN. In fact, FOUR times as much code as the original MASTERFILE!

Menu-driven; 100% machine-coded; Fields may be character, numeric, or date; 1-60 fields per record; All fields records and files are variable-length; 0-254 characters per field; File processing is via RAM disc; 2K max per record; 62K max per file; 9 User-defined screen/print formats; Panel and box display embellishments; Column totals; Word-wrapped text; Special feature for surname sequencing; Left/Right/Centre justification; Record numbering; Page numbering of printed output; Alter formats, data names, attributes, at any time; 96-column virtual screen; 1-20 records on screen at a time; Files may be keyed or un-keyed; Keyed files are always kept in sequence, even when keys are altered; Keyed files can be merged by key; Formats can be transferred across files; Un-keyed files can be merged by append; Data can be exported in ASCII to TASWORD etc; ASCII data can be import/merged; File data can be saved selectively; Table look-up for expanding codes into text; Grouping by look-up code; Exhaustive printing options; Serial/Centronics printing; Print-to-disk option for transfer to TASWORD etc; Disc directory file selection; Ultra-fast search, any criteria, including string scan; Assign file sub-set to any of 8 'set' states; Browse options including GOTO and FIND; Sort by any field for display/print, whether keyed or not; Erase/insert/edit any displayed field under cursor control; Insert record at any place if un-keyed file; Text editor includes column count, CAPS and Insert status; Date-stamping of printed output; Date-stamp of saved files; Block-erase selected records; File statistics maintained on screen; Field calculation via formulae; Utility to convert original Spectrum MASTERFILE file data.



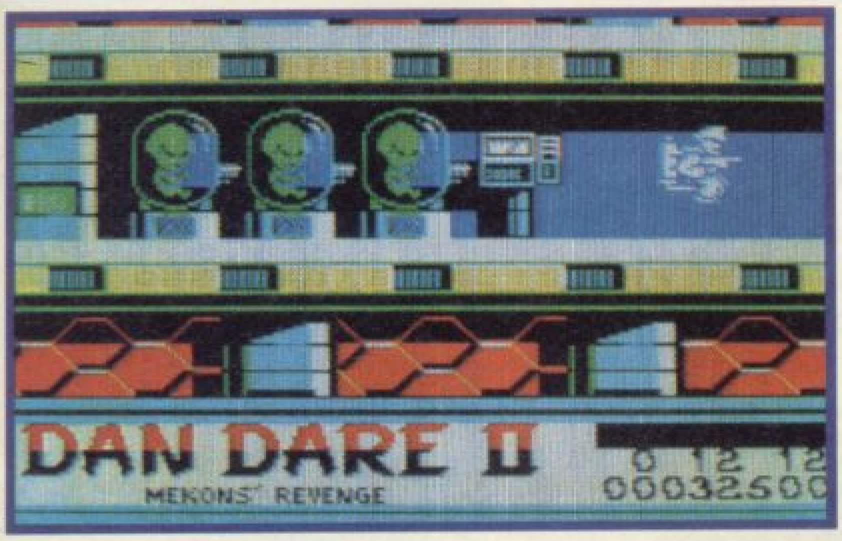
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DAN DARE MEETS THE MEKON

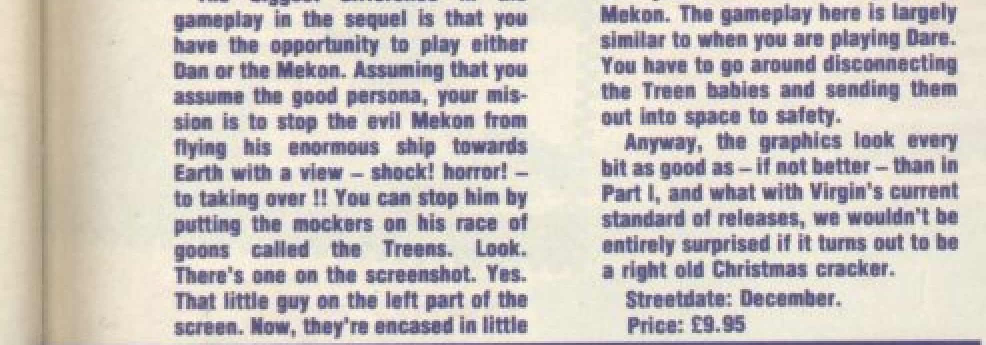
Old Baldy is at it again! Dan Dare II from Virgin is just about to make its appearance and you can bet the Mekon is going to be every inch the green fiend that we've grown to know and love.

The biggest difference in the gameplay in the sequel is that you have the opportunity to play either Dan or the Mekon. Assuming that you assume the good persona, your mission is to stop the evil Mekon from flying his enormous ship towards Earth with a view – shock! horror! – to taking over !! You can stop him by putting the mockers on his race of goons called the Treens. Look. There's one on the screenshot. Yes. That little guy on the left part of the screen. Now, they're encased in little shells, and the only way to bump them off is by shooting out their life support thing. Charming. Without the Treens the Mekon can't invade Earth.

Should you decide that you're feeling like hanging out in a green jumpsuit you can choose to play the Mekon. The gameplay here is largely similar to when you are playing Dare. You have to go around disconnecting the Treen babies and sending them out into space to safety.

Anyway, the graphics look every bit as good as – if not better – than in Part I, and what with Virgin's current standard of releases, we wouldn't be entirely surprised if it turns out to be a right old Christmas cracker.

Streetdate: December.
Price: £9.95



GUNBOAT RIDES THE WAVES

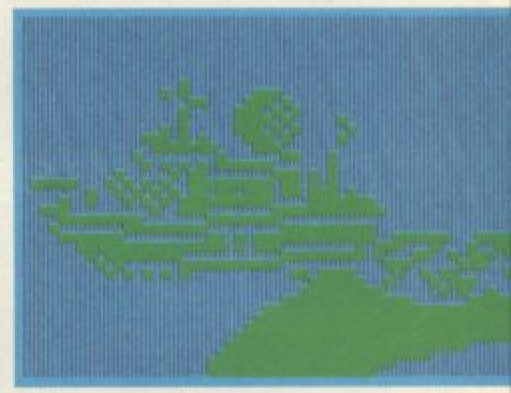
Fancy a boat? Not a pifflin' little dinghy or a borin' old barge, but a dirty great big, fast moving, heavily armed Gunboat? Talk to Piranha.

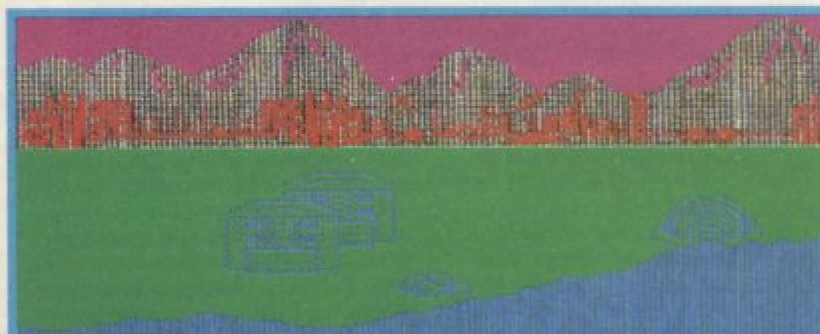
Gunboat is a fantasy shoot 'em up with elements of arcade strategy and simulation so Piranha tells us. Personally, I think Gunboat looks rather like the sort of game where you drive a rather mankey sort of boat up and down a river. Still, each to his own.

Anyway. There's lots going on, keeping an eye on fuel, engine condition, ammunition levels and your radar, all the while searching for the pens holding the submarine. Pens? Sound more like underwater cattle than submarines to me.

Anyway, anyway. It's all about driving around really fast, blowing people up and not letting them get their gun sights trained on you. And watch out for those fjords. Nasty things, fjords.

Streetdate: November.
Price: £7.95







OUT RUN INTO FIRST GEAR!

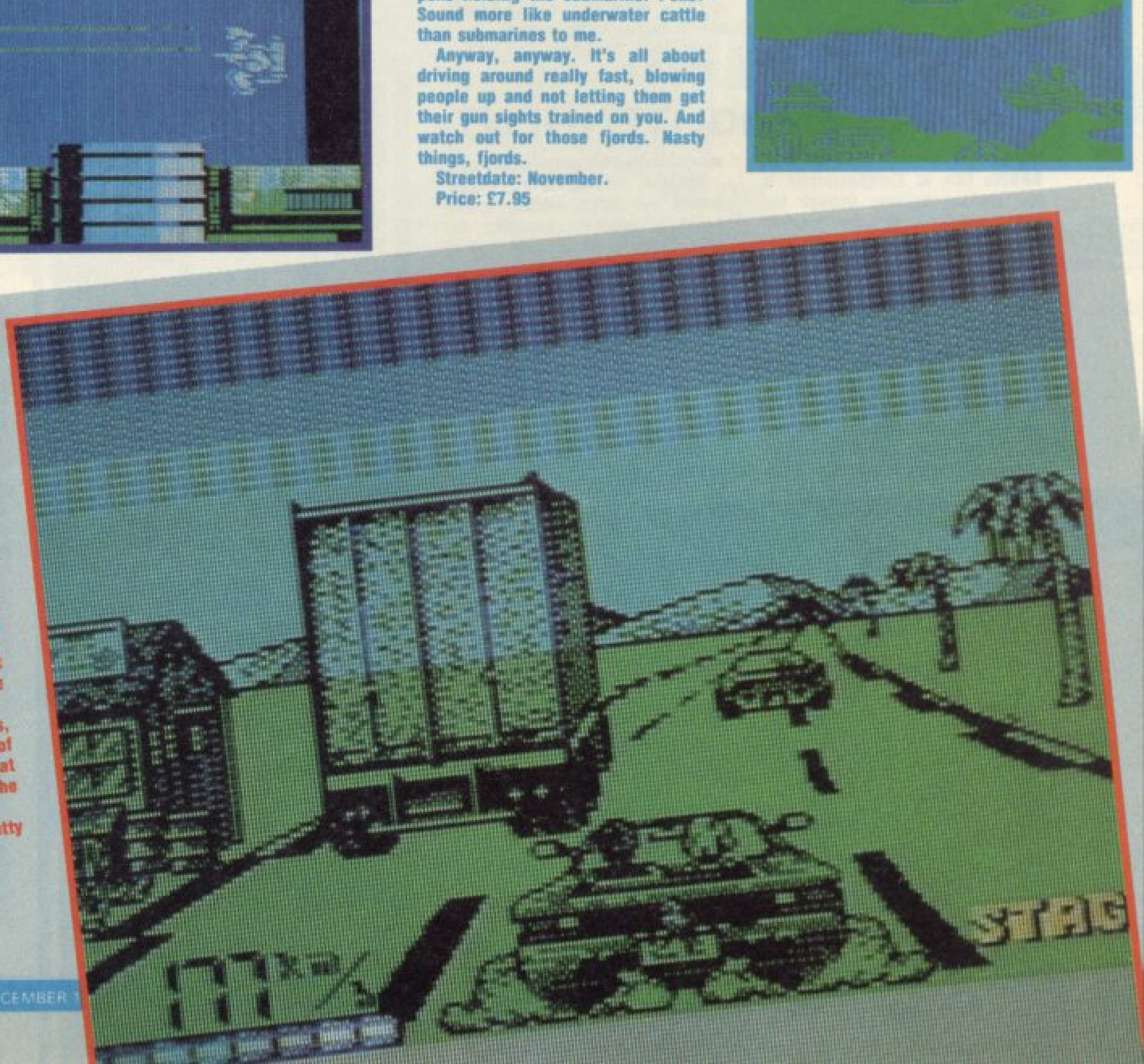
Here's the first screenshot from US Gold's forthcoming corker Out Run, taken from the number-one coin-op of the same name.

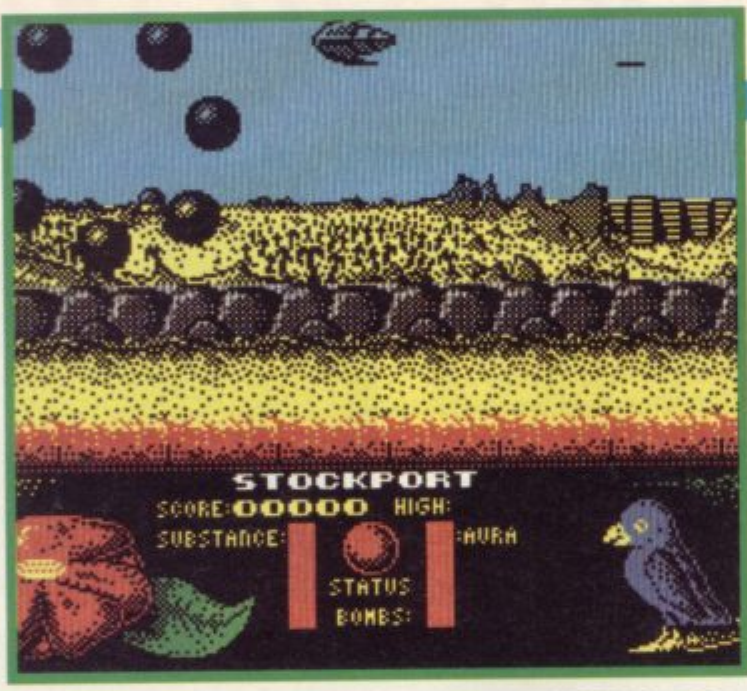
The latest in a traffic jam (theme links eh? What style) of releases based on racing, driving, flying games. Out Run has you, with blonde girlfriend, in a Very Fast Red Car breaking absolutely every possible section of the highway code apart from driving without working brake lights.

There are high and low gears, accelerator and brake and, of course, steering. The idea is to beat the pants off everyone else on the road.

Simple, short and looking pretty sweet.

Streetdate: December.
Price: £8.99





ENERGETIC GARDENING?

You know how it is. There you are, sitting in front of your telly, all set for a nice evening doing virtually nothing except sinking a few cans and flicking through a leisure magazine of your choice, when all of a sudden: Bang! A star in your solar system explodes and destroys half the universe. Typical.

Energy **from Mastertronic is looking very promising indeed. It's being programmed by Binary Design, the people behind** Zub **and** Amaurote, **and therefore it should be pretty flaming splendid game. The plot places you, as a sort of futuristic gamekeeper, looking after the few remaining pieces of Earth which haven't been corroded away by chemical production or merely neglected to such an extent that they have become barren and utterly useless and wasted.**

Everything was going fine and you'd never really get up to anything more scary than trimming the odd bush or breaking out the flymo now and again. Then this stupid star goes and goes all wobbly, sending inhabitants from all over the galaxy in your direction. There are billions and trillions of them and they're heading straight for Earth and – more importantly – your nature reserves!

So, leaping into your space-pod, you set off over the parallax scrolling landscape, plugging the assorted aliens and preserving our green and pleasant land. The aliens zoom around in formations as well as individually, and Energy **looks like being a high-quality, though admittedly straightforward shoot-out (with a ropey plot).**

There are all the nice little touches that we've comet to expect from Binary too, like bonus firepower and equipment available to enhance your ship, great graphics and a fairly serious helping of innovation.

Streetdate: December.
Price: £2.99

DO YOU MIND FIGHTER?

Haven't heard a great deal from Abstract Concepts over the last few months, have we? Well, that's because it's been out and about all over the country taking photos of burned out buses and wrecked buildings.

It's all to do with Mindfighter, **you see. It's the Fergus McNeil gang's new project and, as ever, they're proud of it. Digitised graphics seem to be flavour of the month.**

The plot of Mindfighter **revolves around an 11 year-old boy called Robin, an unusually intelligent child who is in the process of studying parapsychology at university. Protiges – don't you just hate them?**

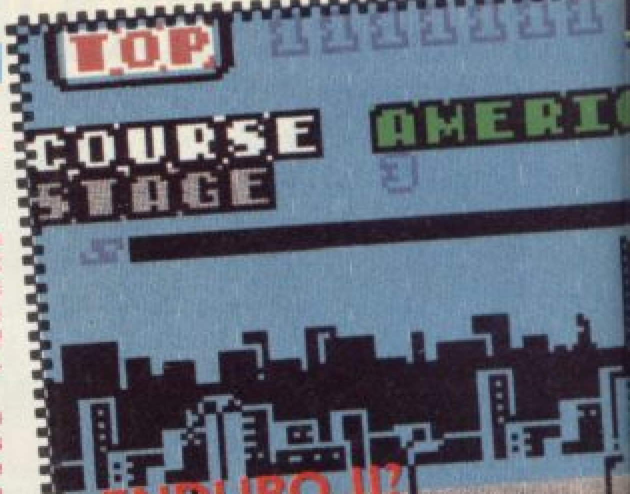
Anyway, Robin gets himself into a coma somehow, and his mind is projected forward in time, or was it backwards? The premise is that you play the game in two states: one is that of Robin in the coma, the other is him in a dream-like state, moving around in the past, or the future, or something.

Anyway, this is all largely irrelevant, as you'll spend most of your time wondering at the graphics and wondering how to get out of the very stick situations in which Abstract Concepts (the people who brought you Big Slease, Boggit, Bored of the Rings**) seem too keen on placing you.**

Anyway, there is full sentence input and all the gubbins and it all looks pretty wonderful.

Oh, and it's coming out on the Electric Dreams label.

Streetdate: January.
Price: To be confirmed



ENDURO II?

The smell of the exhaust fumes. The view stretching for miles into the distance. The wind against your face. The gentle squeak of the steel pins holding your kneecaps in place.

It's a life of high tension adventure on the open road, and it's none too slack in the arcades at the moment, as Super Hang-on **machines lurch and sway about, tipping unsuspecting toddlers over the handlebars.**

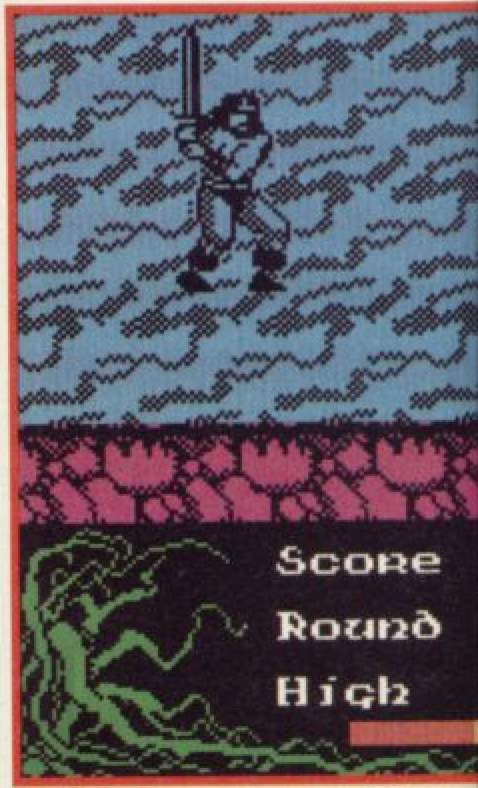
Electric Dreams, never one to turn down the opportunity of trying to inject a little speed into the life of the Spectrum owner, has picked up the licence from Sega for conversion.

Its last attempt at converting a bike-riding arcade licence was the splendid Enduro Racer. **'Hang-on' (yes ha ha ha) I hear you say. 'This sounds like they're trying to cash in on the same idea twice over.'**

HARD AXE TO FOLLOW

Well, yet again here's a chance to hike out your fur-lined bikini, twirl your double-headed axe around your pinkies and give wild and unintelligible roars to the Universe in general.

Yes. Rastan Saga **has reared its pretty little head at long last. Yet another coin-op licence, this time from a Taito game,** Rastan Saga **is blood, guts and a double dose of** Barbarian**ism. Guide Rastan the Barbarian (told you) across six levels of blood curdling thrills, fighting de-**



FINDING ENLIGHTENMENT

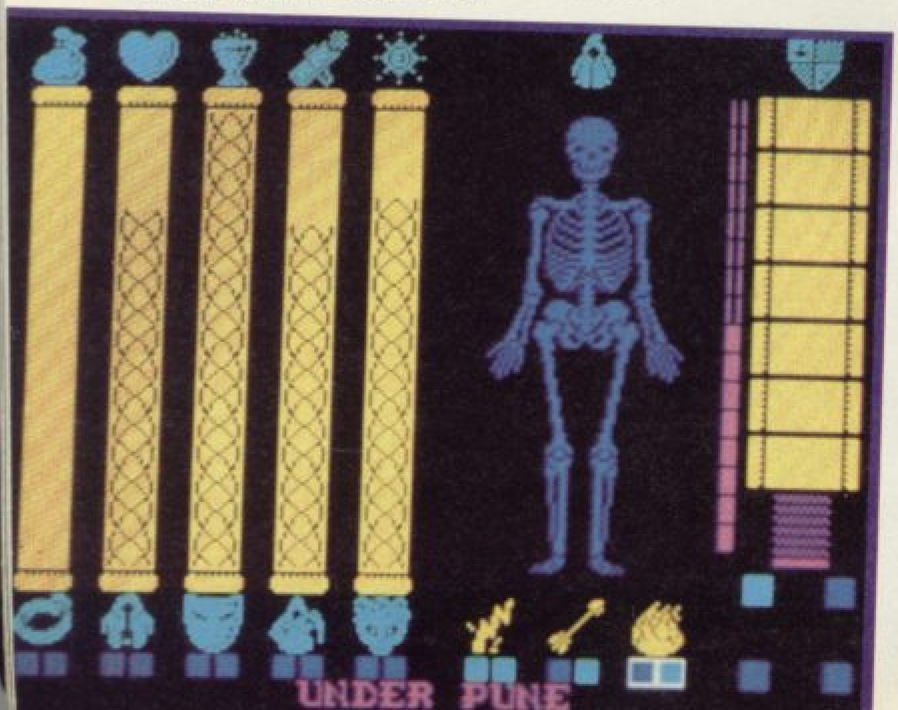
Druid II, **better known by the neat little title of** Enlightenment **is now working its way through the system that is Firebird. One hundred and three years on from the last scenario, we find ourselves once again in the company of the good kind Druid Anthrax. Halibut. I mean Hasrinaax.**

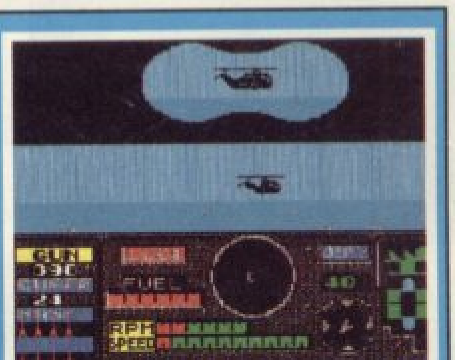
Those of you who were avid fans of Druid, **will remember that the idea of that spooky little program was to see off the evil wizard Acamantors. You may have thought that that was the end of Acamantors, but no he's back, twice as big, twice as ugly and things are generally a bit on the sticky side.**

The idea, once again, is to wander around the place casting spells, smashing zombies, smashing the creepy crawly spiders and making the world a better place.

Yep, it's a definite sequel to Druid **and from what I've seen (especially the blue skeleton, I liked the blue skeleton) it's going to be pretty fine. In fact, we're desperately waiting for our copy so that we can learn how to turn David Kelly into a frog. I mean a handsome prince.**

Streetdate: December/January.
Price: £7.95





THE ART OF FLYING HORSES

Here's a very brief look at the forthcoming Pegasus **from Electronic Arts (v big Yank operation setting up shop over here). All to do with driving a hydrofoil boat and blowing things up. Charming.**

As you can see, it's a bit strategic. All those dials and things to keep an eye on. You're armed with a machine gun and rockets too, so you'll be able to take out just about anything that gets in your way.

It isn't clear yet whether a mine-sweeping mission is to be included on the tape. Mind that dolphin . . .

Streetdate: December January.
Price: £8.95



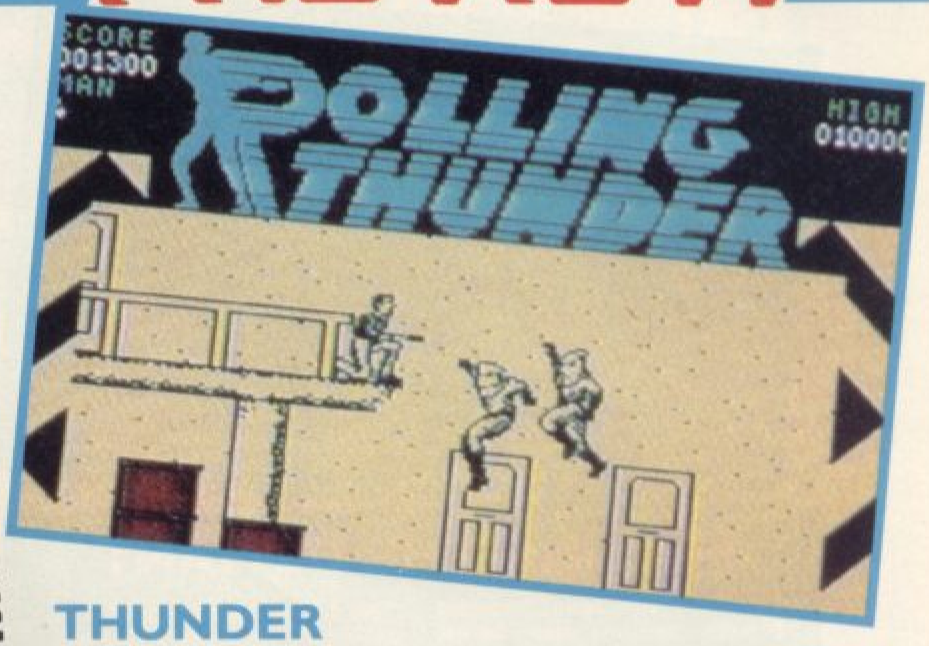


Well, yes, it's a [illegible], but have no worries about them simply re-hashing the old source code and sticking it out with a different name. No way. The people behind Super Hang-On have come up with a 3D race-track that moves faster than Enduro.

As well as riding through various countries, all of which have different backdrops, the stages change graphically, too. You'll begin out in the countryside, and gradually move in toward the cityscape. The landscape scrolls in good ol' parallax scrollerama or whatever they're calling it these days, which means the things in the distance move slower than the things in the foreground. Anyway, it looks pretty promising and will appear here next month.

Streetdate: December.
Price: £9.99

PREVIEW



THUNDER ROLLS IN . . .

We're assured that Rolling Thunder, about to crash (self-conscious 'joke' No 1), on to a Spectrum near you from US Gold will be every bit as good as the original coin-op.

Unfortunately, as far as I can recall, the coin-op wasn't very exciting. You play a tall – rather too tall and thin for my liking – special agent and you've got to work your way left across numerous screens, shooting everyone in sight and jumping around quite a lot.

It's essentially Impossible Mission crossed with James Bond and, um, well that's about it really.

Except that the screenshot looks quite interesting.

Streetdate: December.
Price: £8.99

mons, dragons and skeletons that lob bones at you. Knock off the chief dragon at the end of each level and Bob's your Uncle, Charlie's your Aunt and we can all go home for a cup of tea and a sticky bun.

The original coinie was great fun. Mediaeval music (never did quite work that one out), primaeval roars and lots of boiling lava lakes. The Spectrum version so far has only two skeletons and a rather hopeless lion, let alone boiling lava, but given time, we might well find that Rastan comes up trumps. And ropes. And swinging vines. And sheer rock faces.

Streetdate: November.
Price: £7.95



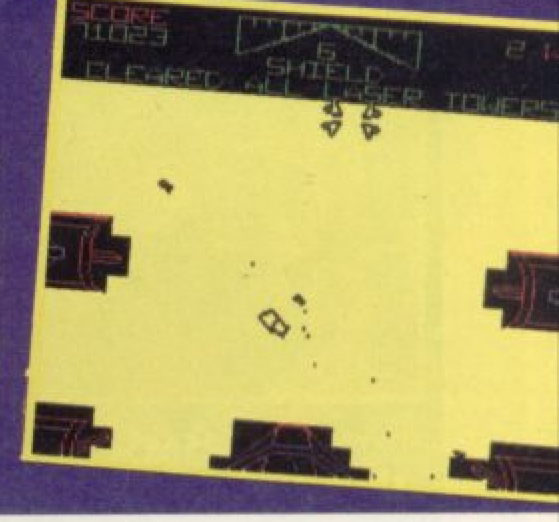
MAYBE THE FORCE . . .

Here's a look at the impending Star Wars from Domark. Let's hope it plays better than it looks.

It's all very well claiming that it's a faithful conversion of the game that Atari brought out ages ago, but the game Atari brought out was probably not the most exciting game in the world, and everyone is getting pretty damned sick of vector graphics these days.

Still, I'm sure it will be brilliant.

Streetdate: December.
Price: £9.95





I WANT TO RIDE MY BICYCLE, BICYCLE, BICYCLE

If you're the sort of person who goes for firm calves, then a cyclist is your best bet. All that thrashing around with Sturmey-Archers and toe-clips does wonders for the pins.

Still, that's all by the by, as Gremlin's new coding excursion, Tour De Force allows you to get up to nearly all the things possible on a racing cycle without ever leaving your armchair. 'Hang on,' I hear you mumble, 'Mastertronic released this game a few months ago.'

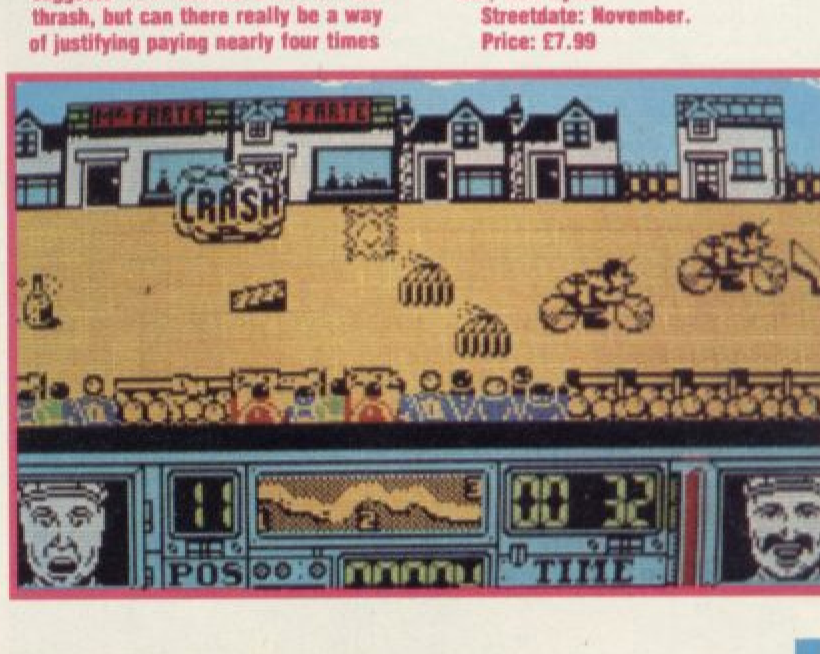
Ah, that was the Milk Race, an 'official' game based on the stupendously tedious race where men in shorts of unnatural length and tighness hurtle around the county going up hill and down dale and all for what? – a rubbishy old yellow jumper.

Still, that's the competitive spirit for you.

In Tour de Force things are a little more light-hearted. Apparently, things get *so* competitive that some of the riders aren't entirely beyond sticking their pump in your spokes. There are manic foreigners too, who will try to run you off the road or into straw bales at the side of the route.

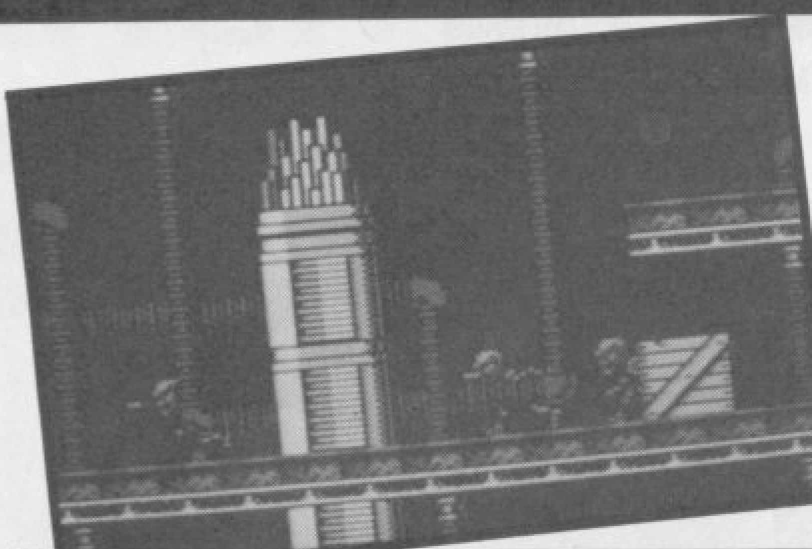
The graphics are looking amusing, and Gremlin's track record (arf arf) suggests TDF will be a decent old thrash, but can there really be a way of justifying paying nearly four times the price of Mastertronic's game for what will – one suspects – not be astonishingly different. Well, you'll have to wait 'til the next issue to find out, won't you?

Streetdate: November.
Price: £7.99



PREVIEW

PREVIEWS COMPILED BY JIM 'N' TAMMY



PLAYING THE DEVIANT

Players is at it again. Producing pretty impressive games for not an awful lot of lolly.

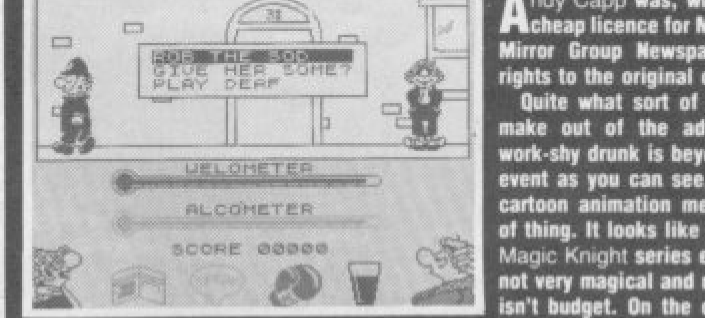
This time it's Deviants, and before we go any further, I wish to make it quite clear that this game has nothing whatsoever to do with the SU team.

What happens is this. It's up to you, suitably equipped with a large weapon of some sort, to get into the deviant's headquarters and restore clean living, Mom's apple pie and the American way of everything, by blasting the little critters to Kingdom Come. (Oh, very law abiding, I must say).

The deviants are that sort of alien that closely resembles a skeleton, just the sort of alien you couldn't possibly take seriously in real life. Anyway. The only point in the game, as far as I can see, is to blast, blast, blast. Just the sort of games we like that, in fact.

From what we can see, Deviants is going to be pretty interesting. Nice, clear graphics, sort of tunnels, and tubes and whatnot, and if it's as good as Joe Blade (which I liked a lot) then I'd be very happy.

Streetdate: early March.
Price: £1.99



Andy Capp was, whatever else, a cheap licence for Mirrorsoft since Mirror Group Newspapers own the rights to the original character.

Quite what sort of game you can make out of the adventures of a work-shy drunk is beyond me. In any event as you can see, it's a sort of cartoon animation menu-select sort of thing. It looks like Mastertronic's Magic Knight series except that it's not very magical and mysterious and isn't budget. On the other hand the graphics look pretty nifty and the game does have biffing people who annoy you as an option.

Streetdate: December.
Price: £9.95

AN INTELLIGENT TEAM

Clever and Smart is a funny little concoction. It's currently being worked on by a company called Magic Bytes, and it's going to appear on the Ariolasoft label.

It's based on two largely successful German comic book characters – Clever and Smart – who are two detectives on the trail of one of their buddies – an eccentric scientist who has been kidnapped by the mob.

Despite the fact that the graphics make it look a half-cooked semi-educational program, it's actually quite interesting. You have to explore a large town, controlling Clever (the one in the dark suit) while Smart follows.

You'll have to acquire the necessary objects to free your pal, which, in turn, can only be obtained by getting hold of other objects, which can only be got at with other objects etc etc.

Clever is a master of disguise. All he has to do is go to the disguise shop, purchase the appropriate gear and Boing! – suddenly he looks totally different and can get into situations previously inaccessible to him.

There are gong to be a fair number of subsections to the game. As well as the main sections – like the town and the sewer system beneath it – you can take part in sub-games like snail-racing (but only if you are disguised as a snail, of course) in order to win money with which you can buy other disguises, objects etc.

Looks as though it could well be a surprise hit. But it would be one of the biggest surprises of the year . . .

Streetdate: December
Price: £8.99



AAAOOOOOW!!!

Heaven knows how many full moons have been and gone while we've been waiting for screenshots of Viz Design's Werewolves of London and they're finally here. And don't they look great? Well, as a matter of fact it doesn't look particularly great at all, does it?

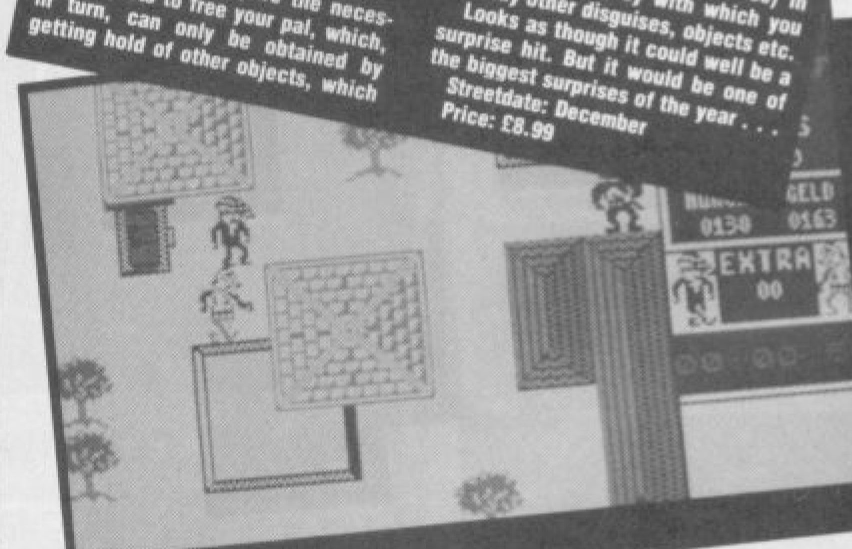
The aim of the game is to wander the streets of London eating aristocrats and plebs alike in order to lift a curse which had been put on you or something.

It all works in a fairly logical manner – during the day you can wander around unmolested, placing objects in locations that will help you when you're a werewolf without fear of being harrassed. As soon as the little sun goes down and the moon appears in the day/night indicator, it's all acreams and hair and your bloodlust must be satisfied.

The most interesting part of the game is the way you can walk behind buildings. Although the screen appears to be only shown in two dimensions, it works in a similar way to Jack the Nipper from Gremlin. You can walk up the screen, and it will flip to show the other side of the street.

All very gruesome and tongue-in-cheek and soaraway we're sure, but the graphics do look a trifle shakey.

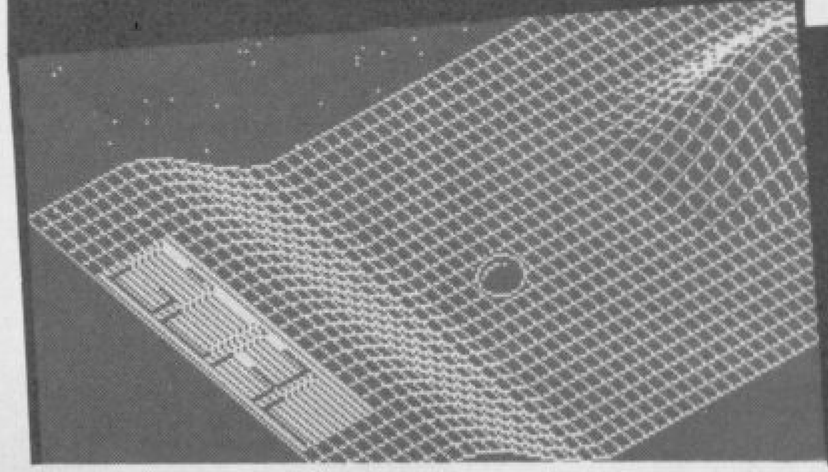
Streetdate: December.
Price: £8.99



SOARAWAY SPACE SPORTS

Vector Ball is Mastertronic's variant on (sort of) Xeno, being a sort of weirdy ball game of the future. It's played by two robots on the sort of bizarre geometric playing field that looks like the visual results of differential calculus. Vector Ball is all about funny geometry and is loaded with complicated equations of movement, which mean when you kick the ball-thing, it zooms around in pretty unpredictable ways. Whether this will add up to a fab game or not it's too early to say. Binary Design did Xeno so it knows what to beat I guess.

Streetdate: December.
Price: £2.99



MUSCULAR DEJA VU

If you're thinking that you've already seen Masters of the Universe, courtesy of US Gold, then don't worry. You're not mad, you have. And we're not mad either, because it's a totally NEW VERSION!!! From THE FILM!!! Featuring DOLPH LUNGREN!!!! (Phoor). And his MUSCLES!!!

Anyway, the film's over here any minute now, and so Gremlin is doing the business with a new game. Play He-Man, suede boots an' all, being macho and defending Castle Greyskull against Evil Lynne (Pffuh!) and all the other badies that you know and love.

Looks lots of blood-lettin' gut-wrenchin' head-smashing fun.

Streetdate: December.
Price: £7.99



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TEN THINGS GREMLIN DOESN'T WANT FOR CHRISTMAS

1) Any budget game mentioning the word Santa, eg *Super Robot Santa*
2) Any Care Bears of any sort, eg, soppystupidcompletelyharmless bear with orange fuzzy fur
3) Any record with the words 'Chas and Dave's Christmas Singalong'
4) A 128K+2. Gremlin expects it to be dropped any day
5) To see any 'modern' TV version of the nativity starring 'Chelle as Mary and Lofty as Joseph and Den as the Archangel
6) Drunken Software Houses refusing to come to the phone after around 11 December when Gremlin is working hard on the next SU
7) Whatever the No 1 single is at Christmas – Gremlin guarantees it will be absolutely dreadful
8) The family fun board game *Operation:*
"Operate!"
"Oh you'll never do that!"
"I did it! I did it! That's two hundred pounds for me!'
EEEEEEEEAAAARRRRRRRRRRRGGGGGHHHHHHHHHH!
9) *How to be a Complete Bitch* by Pamela Stephenson (and a host of co writers) - based on the equally unfunny *How to be a Complete Oh No if I Mention the Word We'll Get Letters from Vicars Oh What a Representative Section of the Population, Again*
10) World Peace, Harmony, Universal Brother- and Sisterhood and a Spectrum-compatible computer that leaves the Archmedes for dead*

*Not entirely true



GREMLIN'S MEDIUM SIZE QUIZ

Can *you* change Codemasters into Media Stars in only four minutes?

CODEMASTERS

....

....

....

MEDIA STARS

(Clue: one of the missing words is HYPE)

Cor wot a turn up for the books! *Gremlin* was ready to sneer about the 18 certificate on Jack the Ripper that CRL got. *Gremlin* was all ready to shout 'marketing gimmick', 'ridiculous publicity hype' and 'don't make us laugh' assuming that the game would actually be completely harmless and naff albeit with a few red pixel bits of blood here and there. But no! Jack the Ripper really is horrible!

Now *Gremlin* doesn't want to go all moral or anything but CRL, in deliberately setting out to get 'official' certificates is just inviting trouble. Imagine the hassle if every game had to be submitted to the Board of Censors. It'd be a real pain. In America, rock musicians are already fighting a fierce rearguard action over those people who want all rock albums to be given a censor rating. CRL could quite easily end up precipitating the same sort of event here. There are quite a few loony MPs who would just love to get all outraged over computer software. And once the bureaucracy takes hold this Christmas' releases should be in the shops by 1990 . . .



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5 Alan Sugar is, in fact, so nice there are really only four hard hitting facts to know about him

(Um – I think our libel lawyers got to this one a bit, didn't they David? 'Fraid so Grem. – Ed)

Gremlin

Well, *Gremlin* supposes a lone figure holding a joystick without a computer attached to it in Belgium was possibly a bit tricky. The entries to the last *Gremlin* caption compo were mixed to say the least. At least we didn't get three hundred suggestions all saying 'Who stole my Speccy?' – that would have been too much to bear.

Gremlin thought that "And for my next impersonation, playing at *Star Trek*" was OKish. And thank you Stephen McGill too for reminding *Gremlin* that the non-existence of the game hasn't been mentioned in these pages recently . . . Also noted was the very ooerish "You put your joystick in and waggle it about, You do Hokey Kokey and you turn around That's what it's all about HEY!' from Cathy Welsh. The winner for being topical is Mark Woolaway from Bridgewater



in Somerset who said "Kazap Kapow, Heh!! Just shot another couple of Dixon's employees". Well done.

CAPTION COMPO No 13

This month *Gremlin* brings you two people in funny uniforms. Isn't it amazing what people will wear for publicity purposes? What are these two saying, thinking, doing or pretending? If you were GO! wouldn't you be chuffed at the free ad because of your big logo in the background?



Send your wild and rib-tickling caption thoughts to Gremlin Caption Compo No 13. Closing date for the whole thing is December 5 which is seriously near Christmas time.

Anone who manages to be funny stands a chance of winning lots and lots of um . . . well cheque really. Probably about £20.

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Address.......................................

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My Caption ....

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TO BE CONTINUED........

◀ Obligatory Xmas decorations

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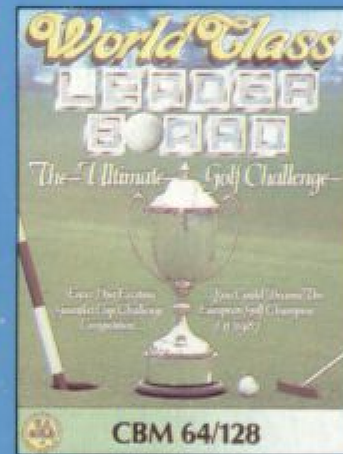
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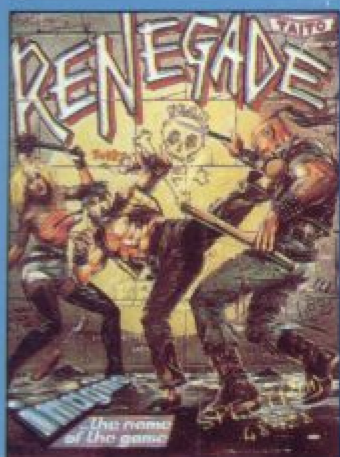
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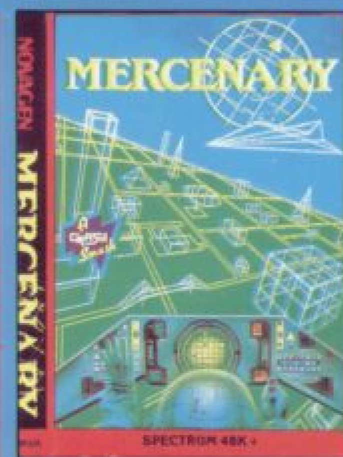
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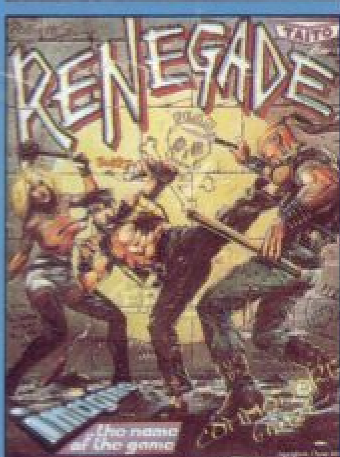


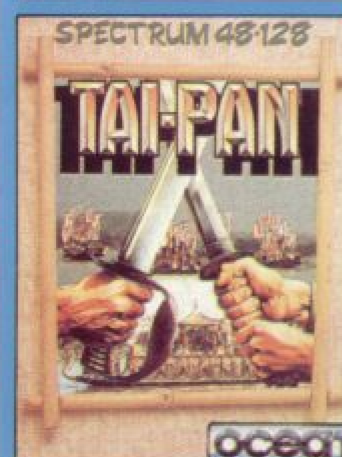
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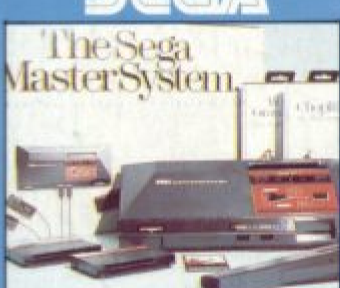
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